

seega

ZONE

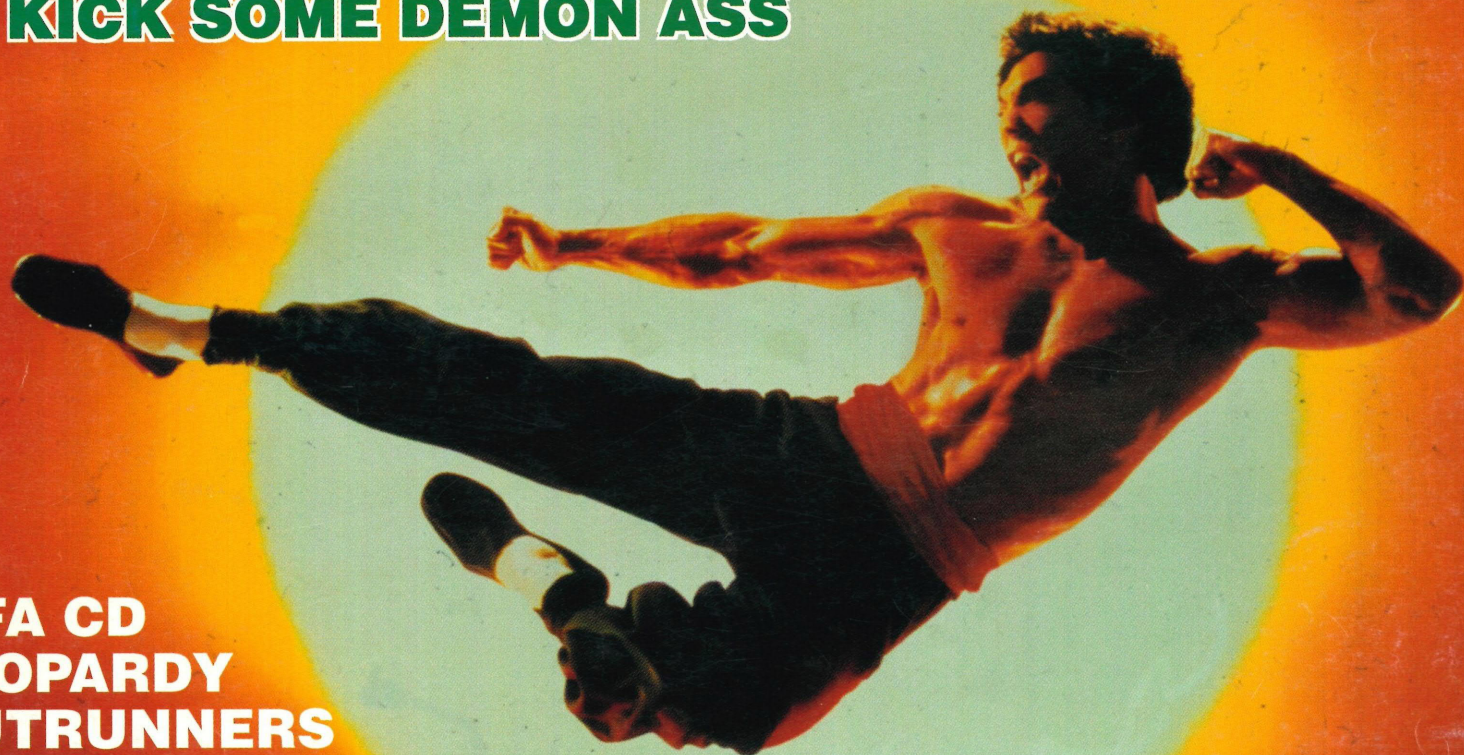
July 1994

Issue 21

£2.50

DRAGON

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WELCOME TO SEGA ZONE

WELL SMART

No, really. It is. Honest.

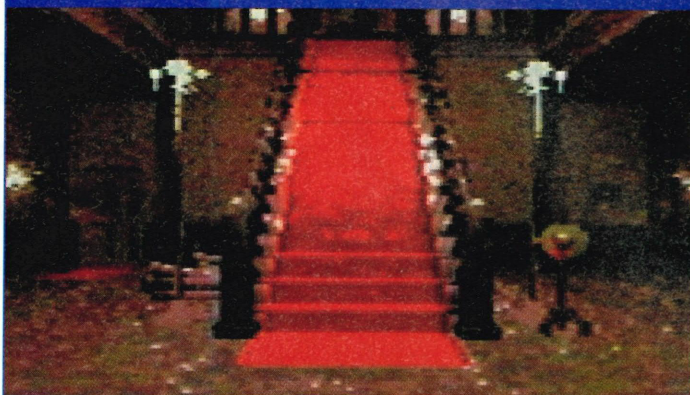
Welcome to this month's Sega Zone

The quiet summer period which everyone keeps harping on about for some reason is finally here. Thing is though, it's not actually that quiet. Nope, no-one actually told us that when they say that a time of year is going to be quiet, that we'll actually get more stuff in than we have room for. Bloody typical eh? We strain ourselves to bring you the most probing and informative pages of waffle and what happens? We run out of room.

So what wonders do we have for you this month? Well, for a start we have a sneak look at the CD version of one of the most successful football games of all time. EA's FIFA Soccer gets updated and snazzed up to take advantage of what the Mega-CD has to offer. Elsewhere we take a look at the apparently enhanced CD version of Mortal Kombat. Shyeah, right. If you think that making you wait for bits to load and for everything to run much slower is an enhancement then this is going to be your kinda thing.

On the cart front we've got Virgin's new game based on the Bruce Lee film, Dragon. As you can guess it's a beat'em-up...it's got lots of half naked psychopaths in it, and it's actually quite good. So good in fact, that it's on the cover as well. And jolly good it looks too eh? I'm rambling now aren't I? Look, does anyone ever actually read this crap on the front page? It's just boring...why can't I say something interesting - or rude even. Look, watch this...I bet no-one even notices - "BUM", ha ha ha, "WILLY" (shut up and get on with it. If we get any complaints you're fired - Ed).

PLAYING GUIDE

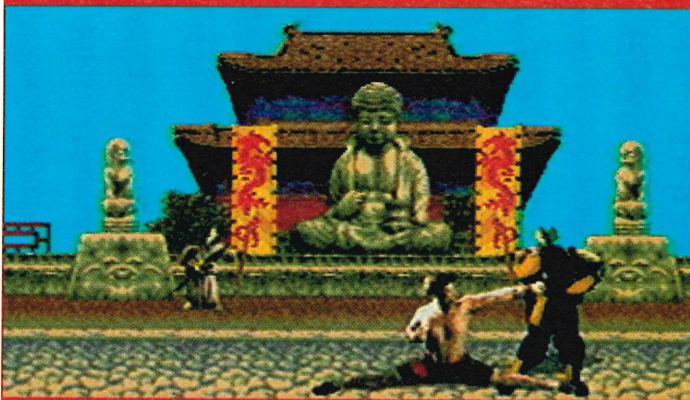


Mansion Of Hidden Souls

Could I have bettered the 'most-pictures' guide of all time? This guide took up far less disk space, but only because the grabs are smaller. A complete walk-through of the game for all those having trouble. In actual fact the only tough bit is the candle room, that kept me guessing for about five minutes. However, the majority of you are complete fools and have to be led by the hand every step of the way. If you follow the guide you will finish the game. It is as simple as that. Quite a good game it is too actually, just a pity it's so bloody easy!



MORTAL KOMBAT



After an absolute eternity Mortal Kombat makes it onto the Mega-CD. Will the increased capabilities of the system mean a perfect conversion. Turn to page 28 now!

6 News

Extra, Extra. News items of interest, plus the charts courtesy of those nice Game people.

10 Previews

Featured this month are a work in progress on Urban Strike, as well as an in-depth look at Mega Race CD!

40 Skill Zone

Thanks this month go to Bob Rusbasan of the R.G.V.G. newsgroup. Those of you who know about the internet will know of him already anyway.

44 Mansion of Hidden Souls Guide

The guider of guides Antony, has been up to his old tricks again. This time his attention has been turned to the pathetically easy, but reader-challenging Mystery Mansion.

74 Salad Daze

The erm... Letters Page. More idle chit-chat about the price of fish and various other sundry bits and bobs. Well worth ten minutes of your time.

50 The Back Page

I think I spelt because wrong in this little section last month, so I'd just like to apologise now. Anyway, page 50 spells the end of the mag!

REVIEWS

24 Dragon

Based on the film of the same name, Virgin's superb title earns it's place on the cover and in our hearts. Check out the review around page 24



30 Jeopardy : Deluxe

Poor is a word I use sparingly to give it more effect. Jeopardy is poor. What is worrying though, is that they are currently working on 'Sports Edition'. Noooo!



34 Hardball '94

The latest edition to the hardball series jets into teh office to raptuous applause. The animation on the characters must be seen to be believed!

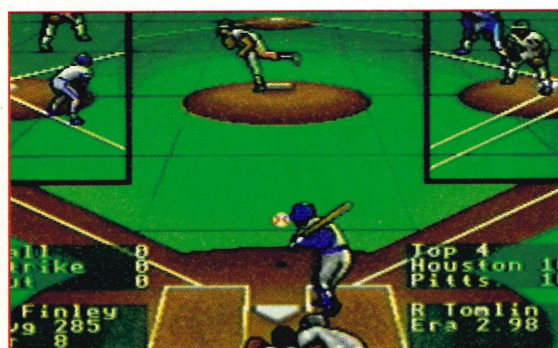
32 Combat Cars

Micro Machines with guns? That's what we were hoping for, but we were mistaken. To find out how, and why, turn to page 32. I mean now, not later you lazy b*****s.



36 RBI Baseball 4

RBI baseball has managed to come in during the same month as Hardball. Much like the football melee last month we have a fight on our hands. The victor is declared on page 36 (and 34).



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DRAGON

The Bruce Lee Story

Dragon is really very good you know. No, I mean it. The film too is excellent. Bruce Lee was, by all accounts, a pretty nice chap also. Virgin are very nice people and the Mega Drive is a pretty good machine. What this all adds up to is a storming game, based on a storming film (based on a storming bloke), made by storming people on a storming machine. In all, it is one of the best Mega Drive titles available and well worth the dosh.



Strange but true

Out Runners always plays in split-screen. Tune in for more next month.

sega
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Hmmm... I guess I'd better start the News pages then, eh? I don't want to you know. I could be out enjoying the delights of the Oxford countryside in the summer sunshine, but instead I'm stuck here in this dingy office writing the intro to the news. Maybe I can just fill the gab with blurb about how poor the life of a console journalist really is. I wonder if that will work? I was hoping to have reaching the bottom of the column by now actually, but it seems I'm going to have to write some facts. News this month involves Virgins, Tennis and beat `em ups. What more could you want?

TINY TOON

Although this was in the news a few months back, we have got hold of some screen shots to show you, so we thought we'd run it again. In case you forgot, the game is called Acme All Stars, and features the adventures of the Tiny Toons posse in all manner of sports games, from basketball to loony soccer.

Konami claim the game is chock-a-block (© Derek Griffiths) with different sub-games. These even involve blowing Hampton around an obstacle course bowling lane. Each character is claimed to have over 800 frames of animation and their own special move, so the game should look superb.

Look out for a full preview in the next issue of Sega Zone!

DISNEY LOVE
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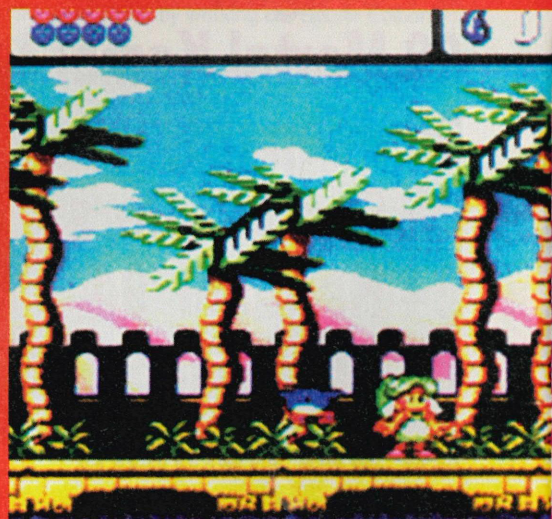
GAMES

CO-PRODUCTION

As if topping the film charts with a cartoon was not enough, Disney have another on the way, this time The Lion King. Now, you'd be a fool to think that it wouldn't make a top console game and who should step in to grab the goods but Virgin, who have previously converted Aladdin and Jungle Book to the Mega Drive. Details about the game are very sketchy at the moment, but as supposedly a platform game is unlikely. Whether this will bear any resemblance to previous efforts is unclear, as Dave Perry who designed both previous games has left Virgin for pastures new. More news as we get it.

MONSTER

It's already been mentioned in the pages of Sega Zone, that we think Sega of Japan has given up on the Mega Drive market. The latest information we have is that they are currently working on a platform game. Obviously the image they are trying to put across is one of innovation in the



SPORTS



ER WORLD IV

market, eh? In case anyone is interested the game is called Monster World IV, and involves Arsha, some hard woman who must sort out the world after the guardians do a bunk. With a scimitar and shield to help her, as well as a magical bat friend, Pepelog, she can try to re-conquer the world. Basic platform fare then, no innovation in sight, but at least Sega prove they are doing something. Perhaps they'll make a Mega-CD FMV game next eh? Who can tell?



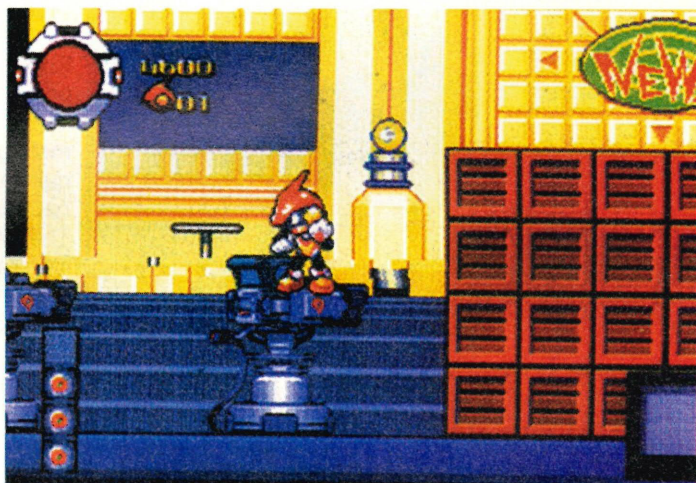
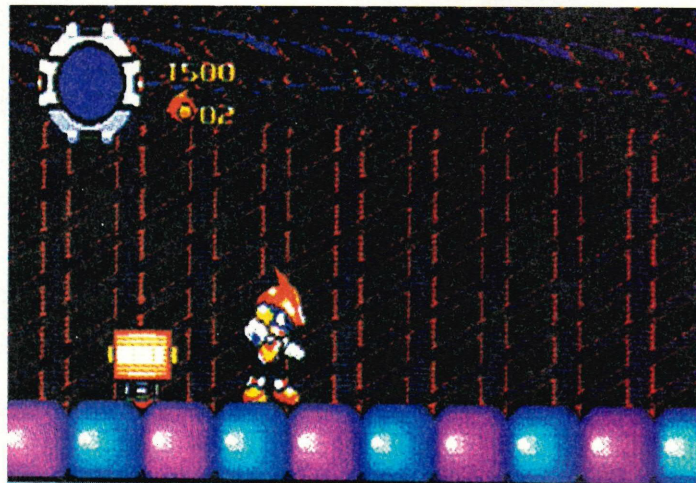
GETCHA PAPERS! EXTRA, EXTRA!

NEWS

SPARK

As if Sega of Japan hasn't already done enough this month, they are also set to release Spark. It's a platform game of course, but with 16-MEG and some fabulous graphics!

You play the some bloke connected to electricity in some way, because you can't touch water! You can rocket through the levels after charging up the 'invincible thunderbolt' (Hey, I just copy it!). In any case, no release date is confirmed as yet, so prepare to wait



SEGA ROLL

For the third year on the trot Sega decided to sponsor Capital Radio's Roadshow and had a smash hit success on its hands. The show visited Finsbury Park, Dagenham and Ealing this year and pop bands such as EYU, Bad Boys Inc and D:Ream all showed up to lend some music.

If you missed this years shows never fear. Last year's shows had over 50,000 visitors, and this year's was also very well attended. I wouldn't bet against Sega sponsoring the roadshow next year, but I guess you'll just have to wait another year to find out.

What did you miss? A Virtua Racing playoff, and free admission to try all the latest Sega games for a start. Maybe next year's will be even bigger

MR TUFF

Good news for all you Mega-CD owners out there! A new game on the horizon! Mr Tuff is the name, and SCI is the team responsible. Playing a demolition man, you Smash your way through over 40 levels and ensure all the buildings are destroyed along the way. Sounds quite good really. More news next ish.



EA TENNIS



EA are without doubt the finest third-party publisher on the Mega Drive. They have, in fact, probably made more good games than Sega. This is quite a statement, but looking at EA's back catalogue it is easy to see why. The EA sports label stands out from the crowd, and to add to its stable, EA is readying a tennis game. With rotoscoped players, and a choice of sixteen different venues this could be a stunner (© The Sun). Of course, it will be fully compatible with the four-way adaptor to let you and three mates battle it out for centre court supremacy.

NO PLACE LIKE HOME

Konami, makers of such Mega Drive hits as Rocket Knight, and Castlevania have finally set up a new UK base.

From now on the leafy suburb of Uxbridge (nr London) will be the start for more Sega games.

Talking about Konami, we got some Sparkster pictures in this month too, and you can see one just to your right. Nice eh?



CHARTS

Game Setup

Language	English
Play Mode	Exhibition
Team 1	Germany
Team 2	N. Ireland
Half Time	2 minutes
Goal Keepers	Computer



TOP TEN MEGADRIIVE GAMES

Yet again the charts bores with its unchanging list. Personally, I would expect to see Virtua Racing enter the charts next month, because although this official Game chart has FIFA top, the local HMV has Virtua top!

1	FIFA SOCCER	EA
2	PGA EURO TOUR	EA
3	SONIC 3	SEGA
4	NBA JAM	ACCLAIM
5	ALADDIN	VIRGIN
6	MICRO MACHINES	C/MAST
7	TURTLES - TRNMNT	KONAMI
8	STREET FIGHTER II	SEGA
9	JUNGLE STRIKE	EA
10	REN & STIMPY	SEGA



TOP FIVE MEGA-CD GAMES

Yet again we're forced to shorten Ground Zero Texas to make it fit. Few new releases on the Mega-CD mean that a few games just swap places. Boring!

1	GROUND ZERO	SONY
2	RAGE IN THE CAGE	ACCLAIM
3	THUNDERHAWK	CORE
4	LETHAL ENFORCERS	KONAMI
5	NIGHT TRAP	SEGA

CHARTS SUPPLIED BY GAME



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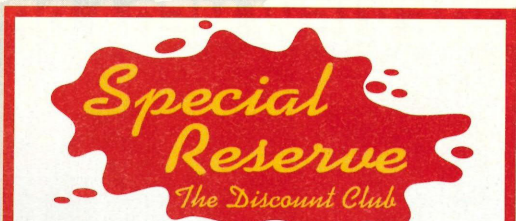
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SECOND SAMURAI

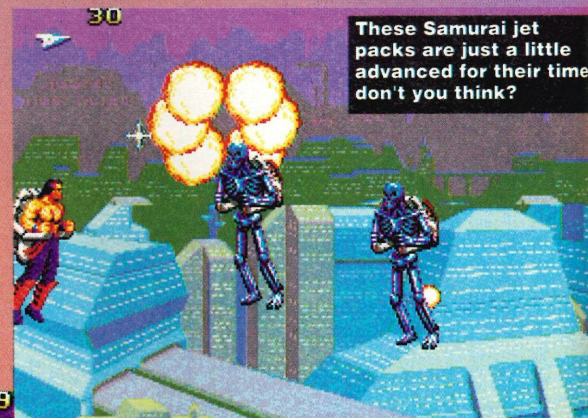
They would now let it lie! First Samurai that is, and Vivid Image are set to release the sequel through those scouse boys at Psygnosis.

The first Samurai game, called First Samurai (I wonder if they considered a sequel back then?), was a platform game, with a sword wielding maniac under your control. Unfortunately it was only a one player game, and thus held little appeal for the many-friended people of today. A sequel was always on the cards though, and this time Vivid Image have seen fit to include a two player option! The game has changed somewhat though, from a platform based fighter, to a scrolling fighter, much in the vein of Golden Axe, but with oriental overtones.

This time around there is also a samurai woman to choose, which is good news for the arguing women out there. If I get one more phone call about how women are misrepresented in computer games, especially from the 'Cheshire Thumbos' I am gonna get mad! Anyway, there woman here is hard as nails, and if I were you I'd pick her in preference to the bloke. The graphics are looking very good so far, and the animation too is excellent.

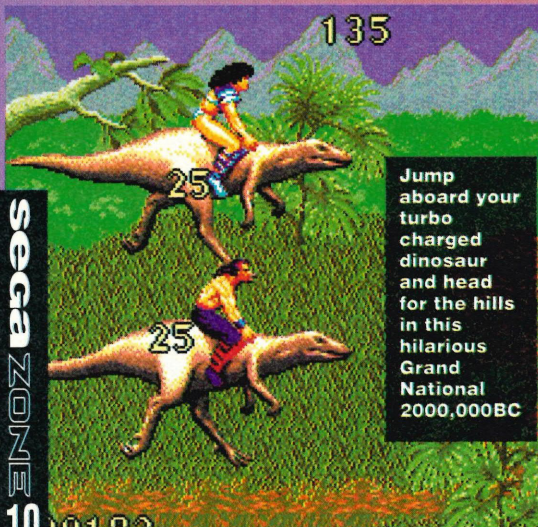
Although the graphics are likely to undergo some cosmetic changes before the game is complete, the gameplay is nearly finished, and I can tell you it plays pretty well too! Hordes of bad guys come creaming towards the players, and it's time to slash or be slashed! All manner of creatures attack, from gorillas to cavemen, and there are even end-of-level bosses to defeat.

Some of these bosses are quite strange actually, and the dinosaur racing section is one of the funniest things I've seen in ages (although don't tell Psygnosis I said that). With the disappointment of Streets of Rage 3, Second Samurai could be the saviour of the scrolling scene, but only time will tell. A full review will be forthcoming in a future issue of course.

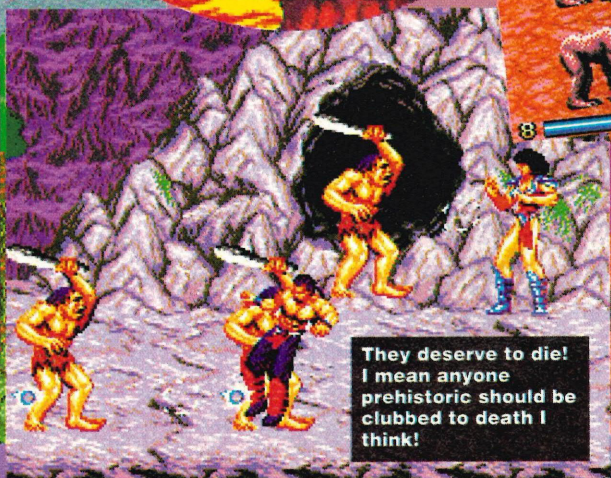


These Samurai jet packs are just a little advanced for their time don't you think?

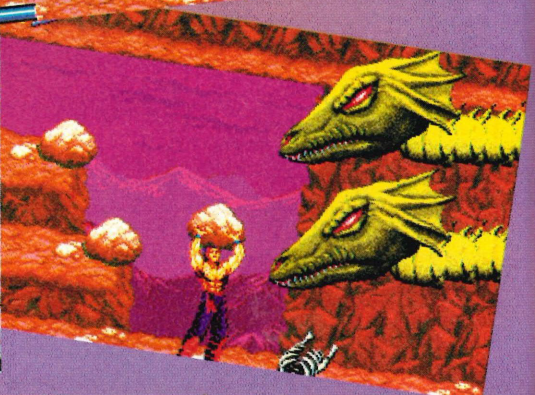
Not content with piercing his eyelids, he now proceeds to chuck his guts up. Charming!



Jump aboard your turbo charged dinosaur and head for the hills in this hilarious Grand National 2000,000BC



They deserve to die! I mean anyone prehistoric should be clubbed to death I think!



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URBAN STRIKE

As if Desert Strike and Jungle Strike weren't enough, EA is set to Strike its way to a third success through the cities of the U.S. Are you ready?

It's just a few months away that EA will be back with the third in a highly (read phenomenally) successful Strike series. Urban Strike, as the name suggests, is set in the city. "Which city?" you ask. Well quite a few cities in actual fact, but they all have one thing in common, that is that they are all set in the year 2006.

Yep, Urban Strike is set in the future, but unlike most futuristic games the year 2006 is actually peaceful, and even in the Middle East the doves of peace have flown. Of course, there would be no point in a Strike game set in peaceful times, so obviously something has to break the clear skies, right? Well what do you think?

John Smythe, media mogul and multi-millionaire, has banded together with military developers for whom peace means redundancy. Together they have built up a huge variety of weapons, and latest reports tell of his intention to train them on the United States. Your job, is to stop the evil menace with you bare hands. That's actually not true, and you get to take a test drive in the new Phoenix Thunderhawk attack chopper.

Haven't you heard of the Phoenix? How about the Osprey transporter? The M-4 assault tank? That's probably because they're from the future, dummy! Now being from the future, they are fitted with the latest weapons, so climb aboard and kick some media butt. Can you see the scene now? Sounds pretty good doesn't it? Well it looks bloody good too, as the screen shots around will show



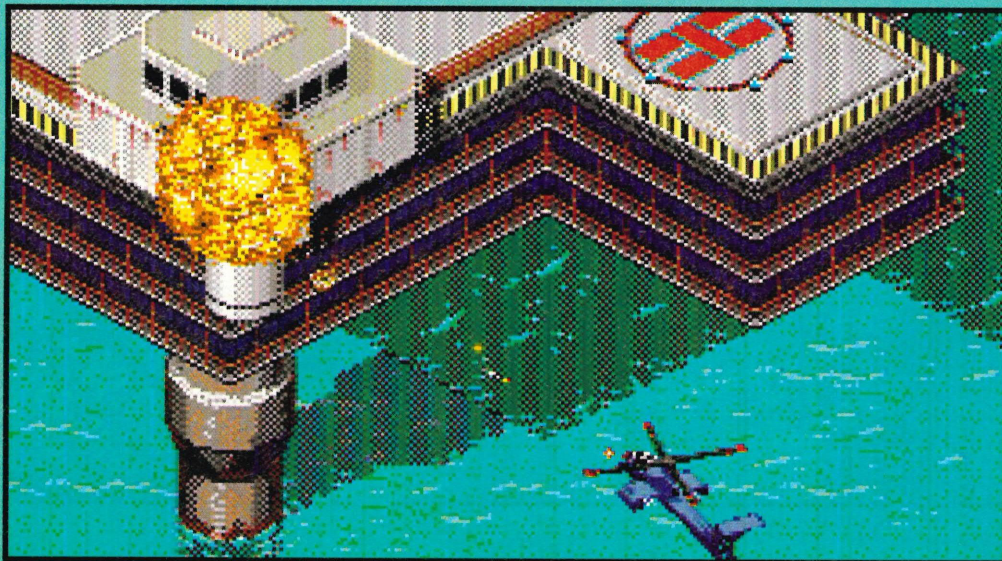
you.

Using the same general idea as Jungle Strike, as a chopper pilot on various missions against enemy forces, Urban Strike also adds new pieces to the game idea. You can now land atop buildings and enter them on foot, to interact with control panels or defuse bombs. This allows a whole new set of missions and adds to the variety of gameplay a great deal. In addition, your chopper is now fitted with a head up display, and an improved winch, with which you can pick up and carry items, to drop them later on. All this new technology might mean that the game would be easy, except for the fact that enemy have improved artificial intelligence and can now dodge your

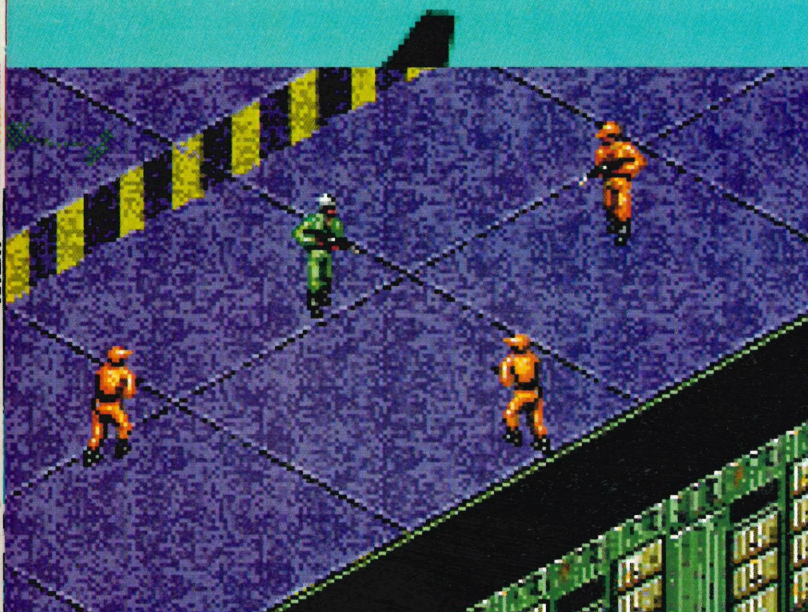


bullets!

All of this is set against some superb new backgrounds, including San Francisco, New York and even an oil rig. Several new effects have also been added, including cars exploding and flame outs. Although the game is far from ready, what there is so far looks set to make Urban Strike a major contender for the Christmas number one spot. The game is still in the pre-alpha stages, but rest assured as soon as a full preview copy is ready we'll be there to give you a full 8-page preview. Not really of course, but you never can tell what other magazines will do to fill pages!



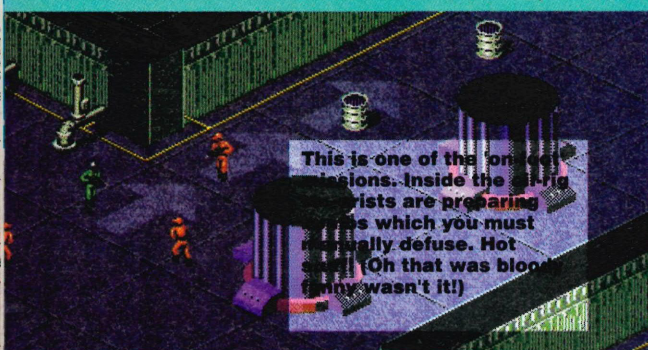
RIKE



When the pilot heads indoors, and is met by hordes of enemy bad guys. Not only can you now be shot down, but also simply shot!



Some of the scenery still to be incorporated into the finished game is shown here. Buildings are made up from several sprite blocks, and the finished city pieces are put together and the helicopter overlaid



This is one of the 'onion skin' missions. Inside the building, terrorists are preparing a bomb which you must manually defuse. Hot stuff! (On that was bloody funny wasn't it!)



Fly around the skyscrapers of 21st Century New York. Spot Helipads on top of buildings and you can venture inside.

THE LAWNMOWER MAN

The hugely successful film (and supposed Stephen King short story) is about to be immortalised

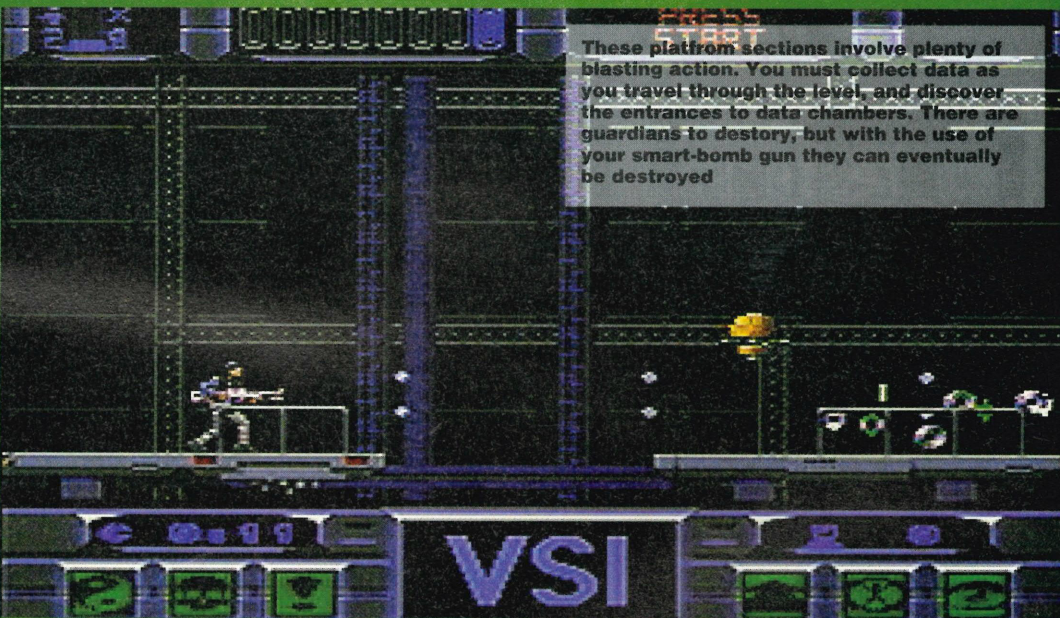
Let's just take a gander at this press release shall we. What's this here? "By the turn of the millennium...Virtual Reality will be in widespread use....[some] fear it as a new form of mind control". It all sounds pretty unlikely to me, but perfect film fodder. And surprise, surprise, perfect film fodder it was, with The Lawnmower Man grossing over \$145,000,000 at the box office and video rental. Now with a film like that you would expect a video game, but seeing as the film had state-of-the-art special effects, how could you hope to recreate the same atmosphere. Well, the team at The Sales Curve thinks they can do the job, and this 50% complete version on my desk is the result.

In case you were asleep when the film was released I'll give you a brief synopsis. Jobe, a simpleton who cuts lawns (hence the name) is used as a guinea pig by Dr. Angelo for his research into virtual reality. The research being done by the doctor is all pretty harmless, but he hopes to increase Jobe's brain activity and thus increase his intelligence. However, Dr. Angelo is funded by 'The Shop', who hope his research will enable them to engineer better warriors. They substitute the passive serum Dr. Angelo is using on Jobe, with an untested 'warrior' version, turning the peaceful Jobe into a psychopath bent on world domination through computer networks.

The IO ports are the most visually impressive parts of the game. As you hurtle through these tunnels, you can twist the whole screen through 360 degrees. Static screenshots like these cannot do the game any justice at all, and it has to be seen to be believed!



These platform sections involve plenty of blasting action. You must collect data as you travel through the level, and discover the entrances to data chambers. There are guardians to destroy, but with the use of your smart-bomb gun they can eventually be destroyed

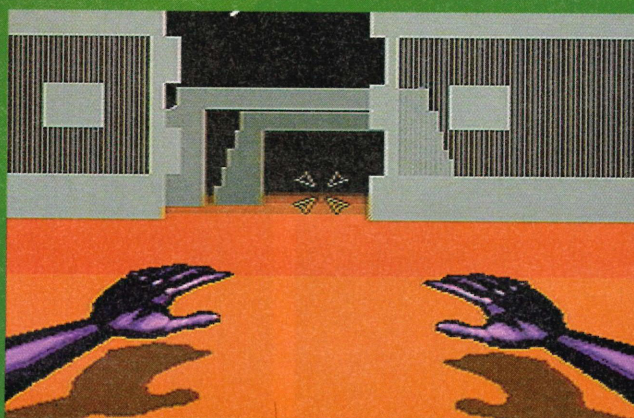
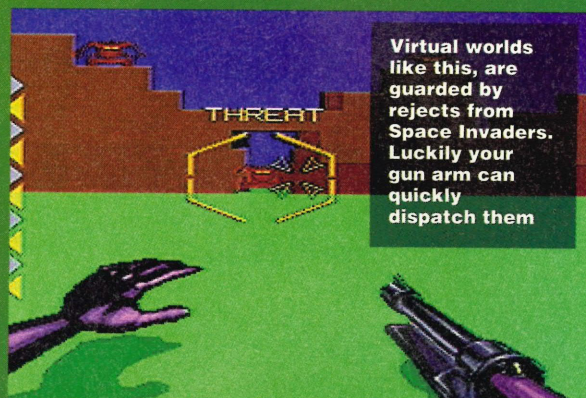
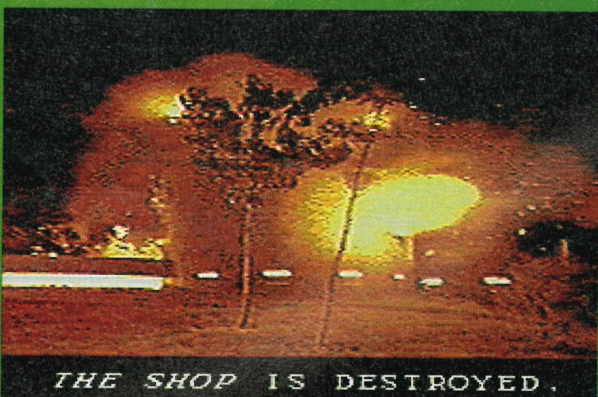
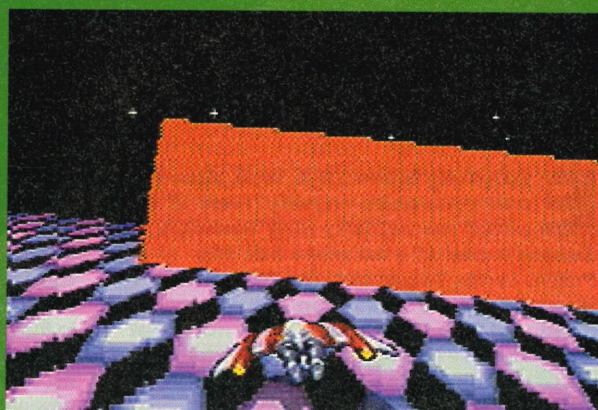
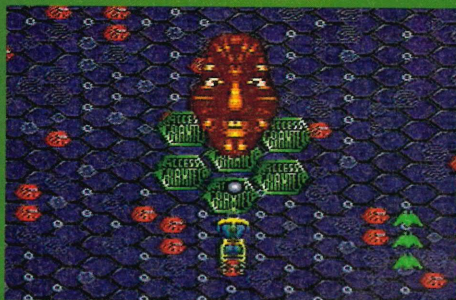


Sorry about this, but I can't be bothered putting a caption in this box. I'd rather go down the pub



FLOWER MAN

In a Mega Drive game. Just how can they reproduce the film's visual effects on a 16-bit machine?



The game starts at this point, with Jobe having been transformed solely into computer data. CyberJobe has already entered the computer network, and pulls Dr. Angelo in with him. You, as the doctor, must stop Jobe using your intellectual powers and strength. The game is set over a variety of different levels, including 3D, platform, driving, flying and puzzle levels. Everything you see is inside a virtual world, so even the normally bizarre is permissible.

As you can see from the screen shots, the graphics are shaping up very well indeed. The game is very similar (alright then, it's identical) to the SNES version released last year. That in itself, is no mean feat, because the Nintendo version relied heavily on mode 7 graphics chips, while the Mega Drive version has all been programmed in software alone. In the 3D sections the screen tilts smoothly and quickly, and the tunnel sections twist through a full 360°.

Although the game is far from complete, and in fact is still missing all sound effects and music, the gameplay that was apparent in the SNES version is already implemented. Although the game was initially slated for a spring release, the date seems to have slipped somewhat, but a full preview copy should be in our hands within the next few months, and a full review copy the month after that. Stay tuned to Sega Zone for the full story later in the year.

FIFA SOCCER

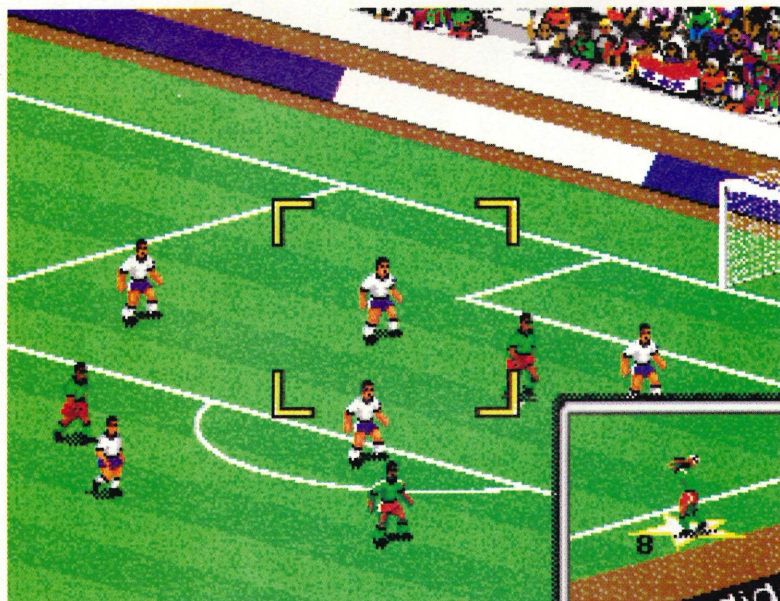
It getting to that time of year again, when EA release an updated cart game on CD at a cheaper



Everybody loves FIFA. Well almost everyone does anyway. Here in the office we actually play Sensible Soccer a hell of a lot more but Joe Public tends to go with the EA game. Mega-CD owners have, on the other hand, not had the choice. Until now that is. Just last month Sensible Soccer was reviewed on CD, and now FIFA CD is nearing completion.

Just why should you buy FIFA CD though. Well, it isn't just the cart game on CD that's for sure! This is FIFA championship edition! Whatever that means. Like NHLPA CD before it, FIFA also contains a lengthy full-screen FMV introduction. And very pretty it is too. Although they add nothing to the game-play, I do like these FMV bits.

The game has been 'completely enhanced' according to EA. This means there are now eight new gameplay modes, including one in which you



SOCCER CD

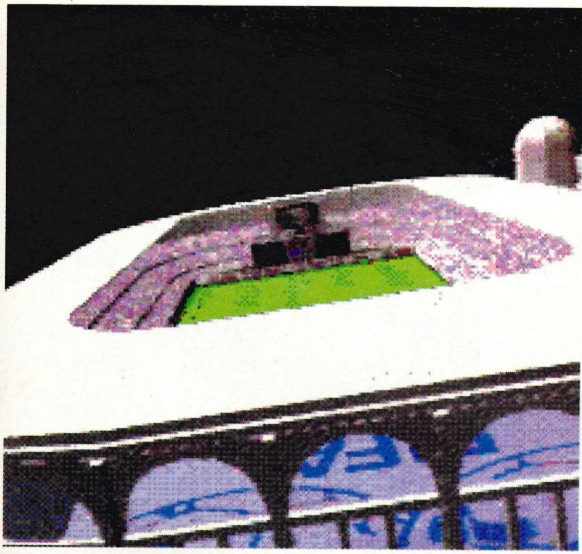
rice. Surprise, surprise, here comes FIFA CD for a work in progress! Let's take a bit of a look eh?

can put invisible walls on the pitch, thus limiting play to particular areas, and enabling a five-a-side type game.

Due to the Mega-CDs hardware, the scrolling is now smoother too, and the computer opponent has been tweaked. The computer's artificial intelligence is better than the cartridge too, and the machine provides a much stiffer challenge.

Of course, the sound has been beefed up considerably, and the CD is filled to the brim with

over 150 FMV clips! The price should also be lower too, perhaps £40 so it's in line with NHLPA. In all then, a possible number one on CD coming soon. We should have a full preview next issue to whet your appetite further though.

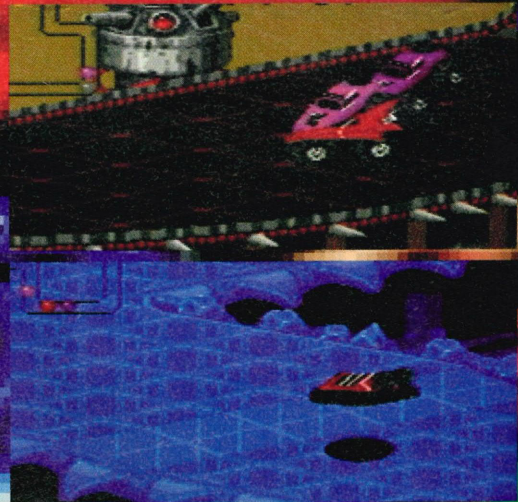


ROCK 'N ROLL

The SNES has custom sound chips for this type of

The first time I saw Rock 'N Roll Racing was on the SNES. I walked into a computer shop and asked the guy behind the counter what CD he was playing. Of course, it wasn't a CD at all, he was simply playing the soundtrack to RN'RR over the shop's PA system. The sound and music in the game were incredible, and I saw little hope in a Mega Drive game, because of the difference between the two formats.

It seems though, that I have been proved wrong. What should pop through the door today, than a copy of RN'RR for the Mega Drive, still six months from completion, but ready for preview! Well I hastily plugged it in just to see what they had managed. I was impressed to say the least. I have heard Mega Drive music before, and this is well up to the standard of the best yet.



"And the cars are jostling for position!" I am really fed up doing captions you know, especially after no-one replied to my compo

Remember last month, when I told you to write in if you read captions? Not a soul. Well you might not get any from now on!

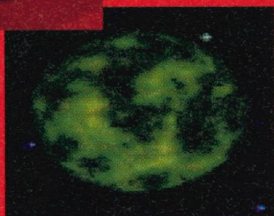


Check out all those



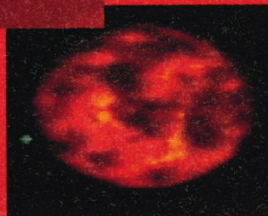
Meet Snake Sanders. The normal bloke of the bunch, and generally all round great guy.

This is Terra, Sanders' home world, and the nearest thing to Earth in the game



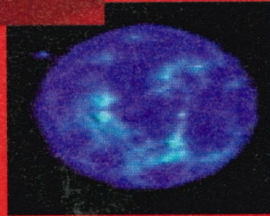
Tarquinn, the mostly human bloke, is here so you can be partly alien, but keep your humanity. Get it? Oh forget it then

Tarquinn hails from Aurora, not to be confused with Illinois, from whence Wayne and Garth appear



Jake Badlands (aka Badlands Jake, Jake the Puff, Jake the Snake Roberts, Jake be nimble, Jake who eats cake, The two Jakes, etc...)

The other 'mostly human' planet, is Xeno Prime. It's blue, and round, and it's a planet.



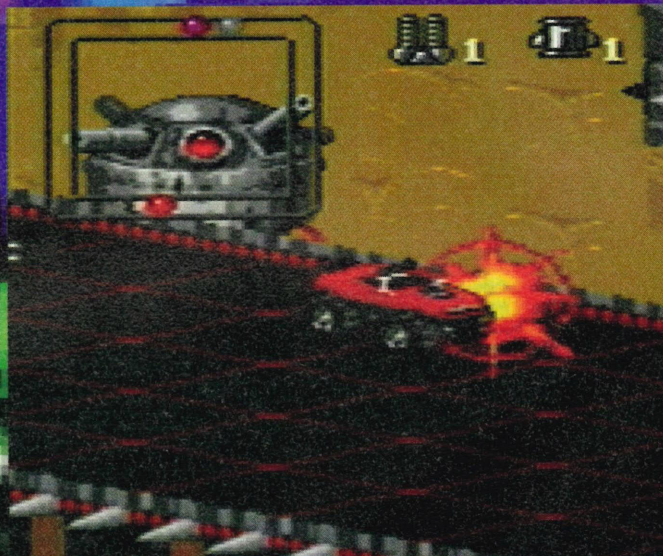
OLL RACING

game. Just how can a Mega Drive game compete?

The game takes its musical influence from the early seventies, and surprisingly good renditions of 'Paranoid', 'Born to be wild' and 'Bad to the bone' all feature as backing tracks. As I mentioned, the version we have for preview is far from complete, and as yet there is no speech in the game, although Virgin assure us they will soon be rectifying this.

Although the game obviously relies on its soundtrack for great effect, it would fall flat on its face with no gameplay. Taking control of a variety of different trucks, hover crafts and tanks, you race around the isometric scrolling landscapes trying to come first, thus gaining valuable points and cash. Points to advance through the ranks, and money to upgrade your car.

The cars have already been given a great feeling of momentum, and you can skid your back-end out around corners, and pull it back in again



I guess we'd better exchange insurance details then? What do you mean, you're only 16 and you're a joyrider. Geoff, get the pistol out. No I don't want your £2.50 pocket money, I want £35000 for my new XR3i Turbo nutter b'stard mobile. What do you mean you only get £35 a week income support. Load the gun Geoff. Can you pay in installments? How much? £3 a week? Shoot 'im Geoff, just injure him though, and make it look like an accident. 'Bang'. Ho, Ho, just kidding readers.

Get down to the shops, and soup up your car with the latest gear. A new back box will set you back about 100 nicker from Kwit Fit though!



as you straighten out. Along with simply staying on the track (no easy task with enemy cars knocking you about) you can also use various weapons to help you get an (unfair?) advantage.

In addition, the game also features a two-player mode, and while it is presently played on a single screen, with player one's car in control of the 'screen' (i.e., if player two goes off screen, he must rely on the scanner) Virgin hope to incorporate a full split-screen display before the game is released in November. The game already looks ready to make an impact on its release, but before then you'll have read the full review in Sega Zone, and you'll know for sure, so no need to worry then, eh?

Rock 'N Roll Racers!



Katarina Lyons is the token female character (although there may be more, it's just hard to tell with aliens)

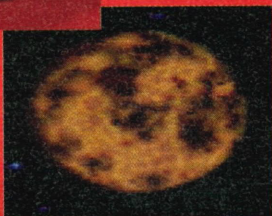


IvanZypher, not to be confused with Ivan the terrible, who was a far nastier bloke altogether



This is CyberHawk, who is in no way modelled on BatMan. He isn't, nope. I said he's not! I mean it!

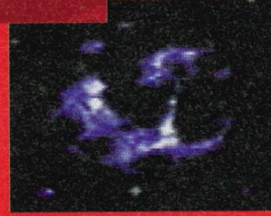
Panteros V, the home world of 80's pop duo Dollar. Remember 'Mirror Mirror'? You're too old then!



Fleagull, which sounds like Seagull. Anyone find a word that sounds like orange?



Serpentis is Batman's, ermm sorry CyberHawk's home world. Sort of cloudy and blue. Look!





Itchy is cleaved into two by the crafty cat. In this preview version Scratchy only ever carried a hammer, but that will change



Itchy hammers scratchy on the head, and the defenseless cat is knocked silly

ITCHY AND SCRATCHY

Anybody who has a satellite dish should know all about Itchy and Scratchy. The hilarious cat and mouse double act are the 90's version of Tom and Jerry, except this time they REALLY hurt each other. The animals star on the favourite TV show of one Bart Simpson, star of (unsurprisingly) The Simpsons on Sky One.

The cartoon must rate as one of the most violent ever, and the cat and mouse really do some disgusting things to each other. In one episode of the series Itchy nailed Scratchy's tongue to a rocket that was headed spaceward, dragging the cat's bones out of his skin!

In "Screams from a mall" Scratchy was on an escalator and Itchy nailed his feet to it, so as he reached the point at the top where you normally step off, he was dragged into the mechanism and just a pile of skin and bloody remained.

Acclaim have decided that Itchy and Scratchy would make an excellent console game and to prove it they have produced this 'ere game. You control Itchy the mouse, the sworn enemy of Scratchy the cat and all his descendants (including his father, cf 'Field of Screams').

Initially taking a hammer, buut picking up other gruesome items along the way you have to make it through the platform levels beating up Scratchy if you spot him, until you reach the end-of-level boss, usually involving Scratchy in some huge contraption.

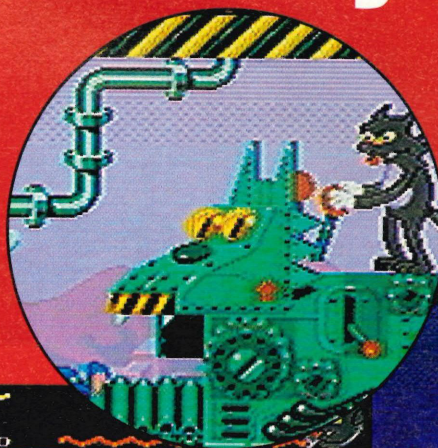
As you can see from the screenshots dotted around the page, the graphics have captured the gruesome twosome perfectly and some of the pairs best loved death sequences are included in the game. Decapitation, mutilation, etc are all here in full graphic detail.

Acclaim seem to have captured the spirit of the cartoon perfectly and this could well be one to look out for when it is released in just a few months time. Hopefully by then we will have a full review copy in, and we'll bring you the full low-down on what could be the most violent game ever seen

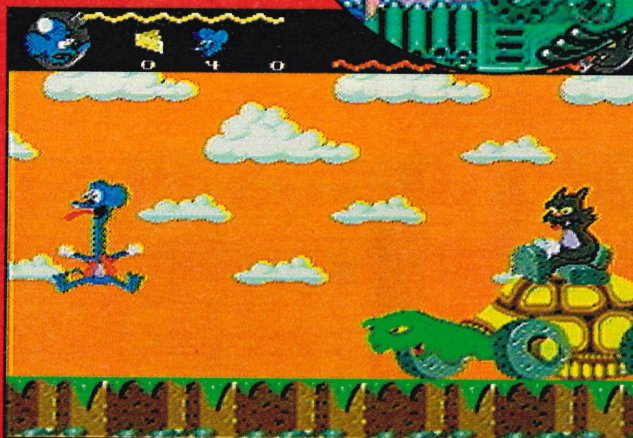
They fight and bite, they fight and bite and fight, fight fight fight, bite bite bite
Those lovable rogues from The Simpsons are heading your way soon, but how well have they been recreated successfully? Read on to find

Steady on boys

Scratchy drags Itchy towards the jaws of this huge contraption along a conveyor belt.



(Right) The wooden horse of Troy makes a reappearance for this end of level boss



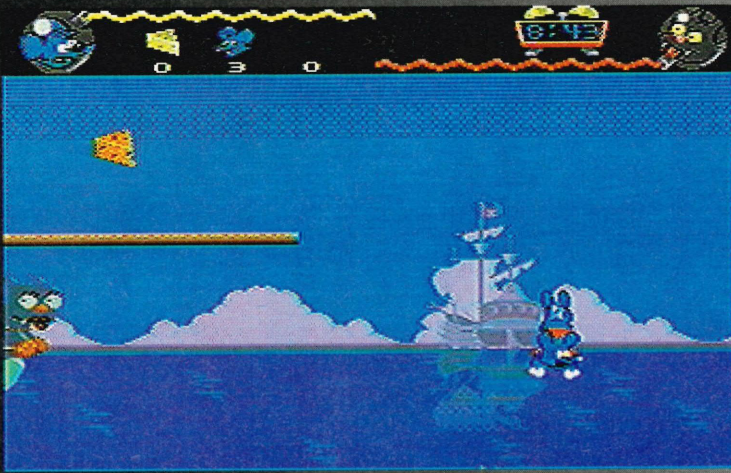
And you thought that only African women could extend their necks to this length. Not so



The sub Scratchy fires torpedoes towards the meddlesome mouse

Scratchy commandeers a bulldozer to crush the miniscule mouse





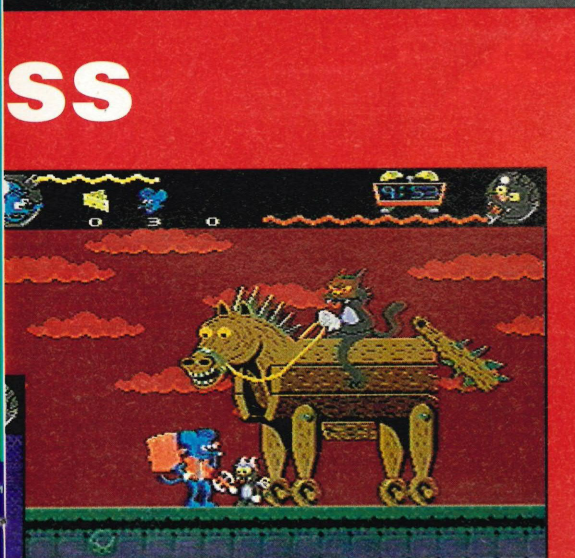
Mice are stupid you know. This one has just decided to take a very long walk off a very long pier ((C) crap jokes inc. 1934)



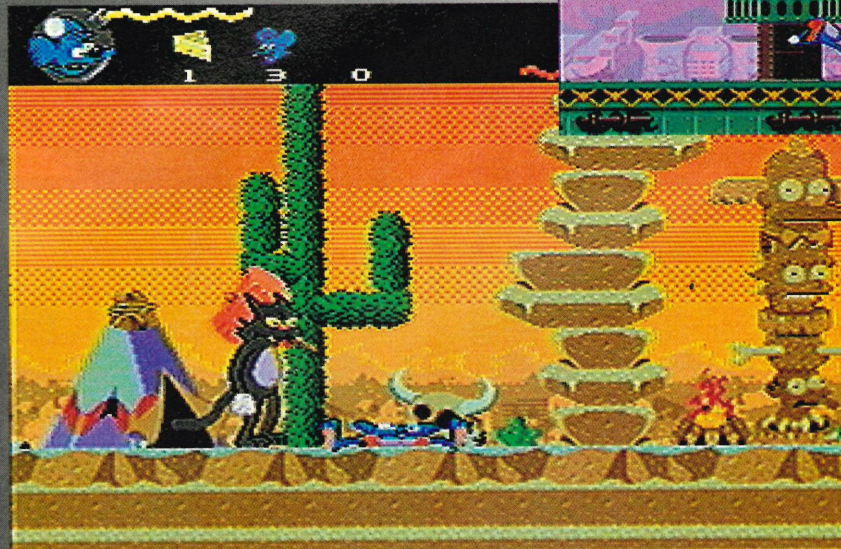
The watery levels give a great scope for some truly great underwater great gags. Great

CRATCHY

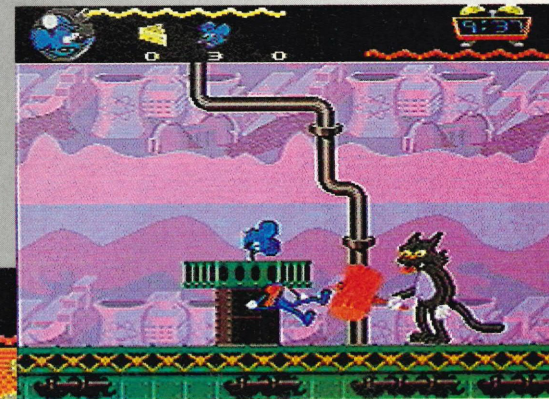
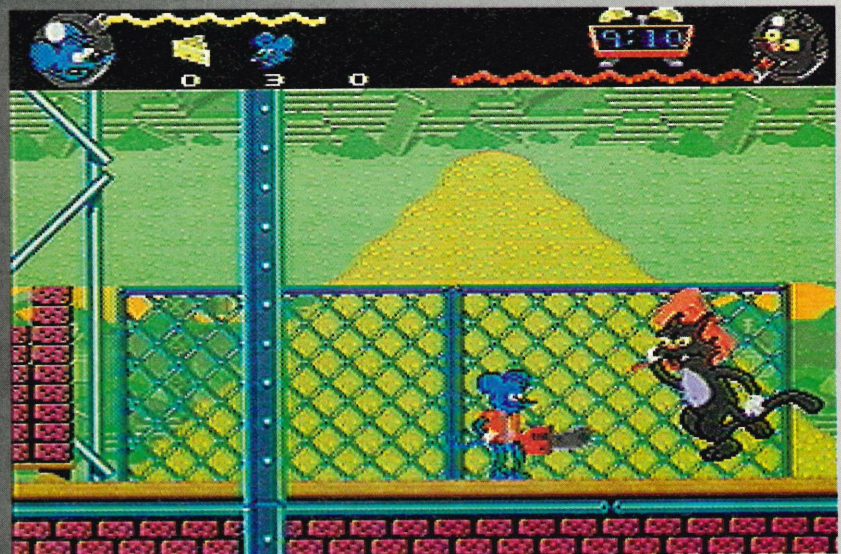
the bite, The Itchy and Scratchy Show!
but can their madcap adventures be
out....



(Below) Oh arrr, Cap'n Scratchy gives Itchy what for with some trained parrots



Fans of the Simpsons may notice the Homer totem pole on the right here. In the meantime Hiawatha Scratchy has 'tent-pegged' Itchy into the ground



(Above) It's nice to see that in this time of worries that computer games warp the mind, we can still have characters lopping off each others heads!

Will we ever see the classic PC game doom on the Mega Drive? Of course not, but that doesn't mean we can't play a chainsaw wielding maniac! Go Itchy go!

MEGARACE

Imagine a game, where you take control of a racing car on superb backgrounds, and can deal out death with multiple weapons. Where virtual reality meets Les Dennis there can only be MegaRace

Narrowly missing full review this issue due to technical difficulties, i.e. we scratched the bloody disc, we never the less managed to grab a few screen shots before we dropped the CD on the floor and rubbed it around in the gravel there. We also luckily managed to sample enough of the gameplay to bring you this preview.

MegaRace is a Mega-CD racing game, using pre-rendered backgrounds, much like Silpheed used pre-calculated polygons. What this means is that the track is already designed and stored on the CD and is played in FMV over which your car sprite is laid. It is a lot better than some of the previous FMV titles like Prizefighter, because you get full control over a rendered racing car that speeds down the tracks!

The setting for the game is the future (isn't it always? I'm still waiting for a nice 'present' game myself), in which the MegaRace is a game show where you are strapped into the cockpit of a virtual reality car, and everything you see through the windshield is computer generated. This gives the programmers a reasonable excuse to not make the graphics very realistic, so shiny colours in metallic greys are the order of the day!

The lengthy introduction sequence tells the story of the game show, and a fully digitised presenter, complete with annoying accent and gaudy clothing chats to you before and after the race. If you do badly he will be first to rub it in, in no uncertain terms. Race the tracks and win and you get to take home a large assortment of prizes, although because this is a computer game you don't get to really take them home (damn).

The game is very similar to the Atari coin-op Road Blasters, with you in charge of a turbo charged car fitted with all manner of rockets, and you main objective to win, although destroying all the opponent cars will no doubt earn you a large bonus. The game is currently undergoing minor bug fixes, and a review will be coming your way next issue!



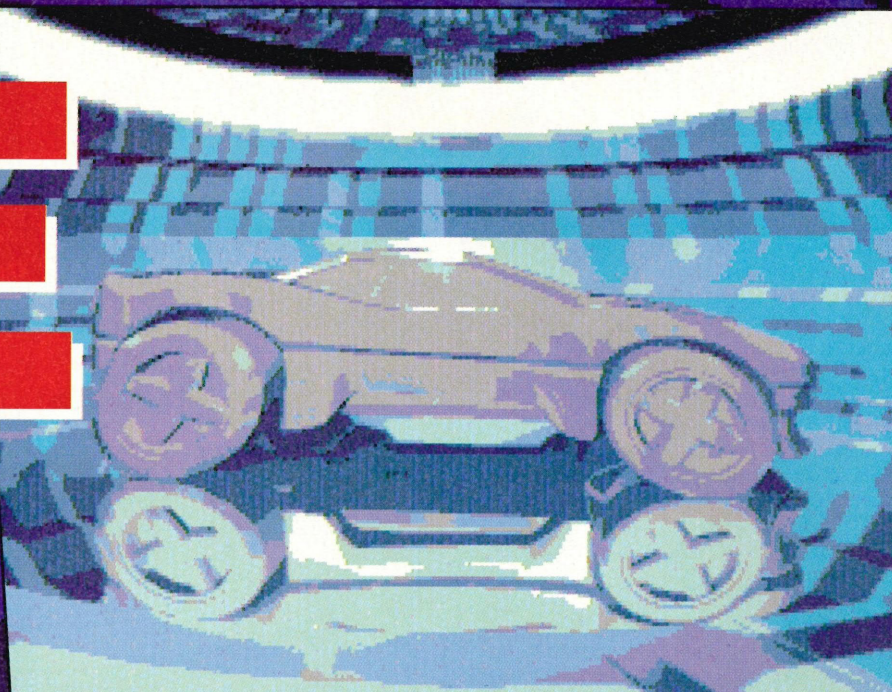
The introduction is very well done, and includes a great TV studio type beginning. Even with the Mega-CD small palette the game still manages to look smart



JOSE
Heavily armored
Five rear pipes
Weight 882-ump
Warning
Shield capabilities
Laser guns: 1
No missile carrier



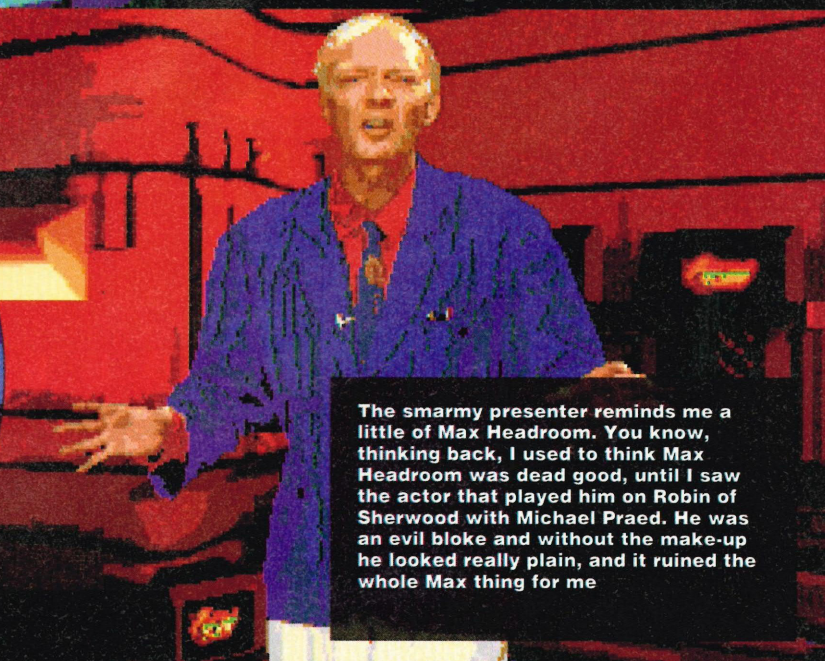
RACE



This is what it's all about though. Never mind the funky introduction, check out the action. You control the extremely smoothly moving car over the smoothly scrolling track. The feeling of smoothness is so smooth. "You're fired!"



Approaching an opponent's car now, and those trigger fingers are getting awfully itchy. I wonder if anyone's trigger finger ever actually got itchy by the way. Do you reckon anyone ever had their cake and eat it? Put all their eggs in one basket? Etc....



The smarmy presenter reminds me a little of Max Headroom. You know, thinking back, I used to think Max Headroom was dead good, until I saw the actor that played him on Robin of Sherwood with Michael Praed. He was an evil bloke and without the make-up he looked really plain, and it ruined the whole Max thing for me

DRAGON : The

Bruce Lee. Man or Myth. Who really cares? Quite a few people actually, and that's why they m



"MOVE AWAY FROM THE GIRL!"



Dragon : The Bruce Lee Story. Who? Hello! Are you asleep out there? Bruce Lee. B-R-U-C-E L-E-E. You know the bloke, the sort of Karate/Kung Fu/Generally quite hard chap who made a few films. Of course, he didn't really perform Karate or anything like that, he invented his own form of martial art, and got into lots of trouble with the locals in Hong Kong, because he decided he would teach non-Orientals!

This made him a Hong Kong outcast, and due to fact his mother was also having nightmares about his death at the hands of a Demon in Hong Kong, it was decided he would emigrate. Luckily he had been born in San Francisco, and so easily gained entry to the US, where he set up a martial arts school. Even so he was still plagued by visions of death, and when he married and had a child, Brandon, the demon in his dreams began to

intimidate his son too.

The film made about Bruce explains all this, and you really should get it out on Video and have a bit of a watch, because along with the excellent fight scenes featuring Jason Scott Lee (no relation) you also get the full low-down of Bruce, and the Lee curse. The curse of course came true, with both Bruce and Brandon dying in mysterious circumstances. The game then, is based on the film, although it also takes parts of Bruce's life that were not in the film and uses them for parts of the storyline. Starting in Hong Kong, at a dance, you take control of Bruce, and try to overcome a drunken sailor (what shall we do?) who is getting a little over-zealous with his oriental dance-partner.

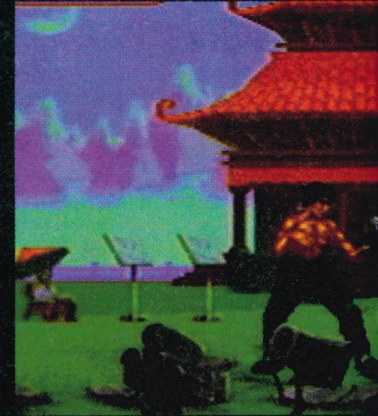
This being a Bruce Lee game you would expect a lot of fighting. You would not be wrong either, as the game is basically a one-on-one fighter. Why basically? Well unlike every other fighter on the Mega Drive, this game has a

difference. At certain parts in the game, the computer will throw not just one fighter against you, but two! Not only that, but on certain levels it even throws blocks of ice at you! If that wasn't enough, you can also play with a friend against the computer, so that's two-on-one! And for those of you with a Sega Tap, you can also plug in a third joy pad and have a three player free for all! Just how many different player combinations are there in this game. Well that's all of them actually, so I'd better change the subject.

The Bruce sprite looks just like him actually, and moves very well around the screen. He has all manner of moves including kicks and punches, both ground-based and in the air. He can roll out of trouble, and even perform a split kick to hit two people at once. To add to his repertoire Bruce has a Chi meter at beneath his energy bar. This is split into three sections. If his Chi extends into the second part he can switch into 'fists of fury' mode,



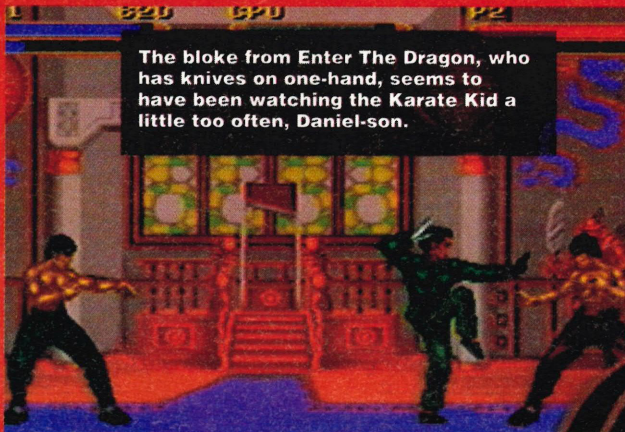
"YOU MUST PRACTICE YOUR MOVES BRUCE. OR THE PHANTOM WILL DEFEAT YOU"



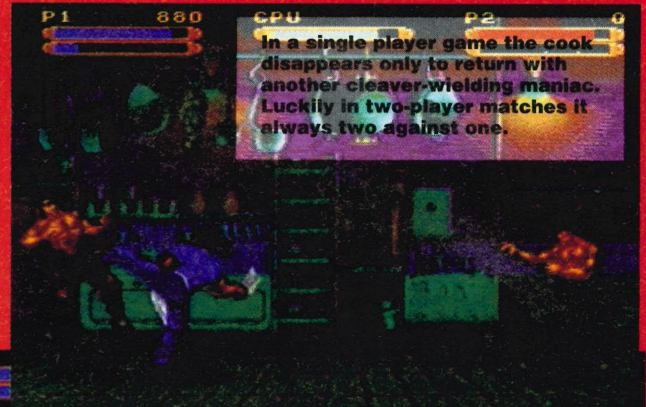
Bruce Lee Story

...de a film of his life, and a console game of the film. Care to find out what all the fuss is about?

Two heads are better than one



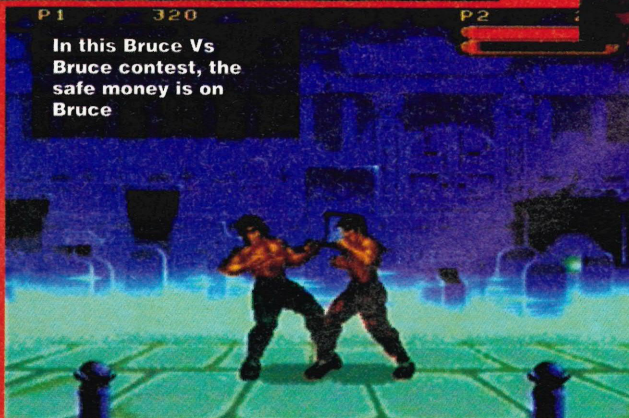
The bloke from Enter The Dragon, who has knives on one-hand, seems to have been watching the Karate Kid a little too often, Daniel-son.



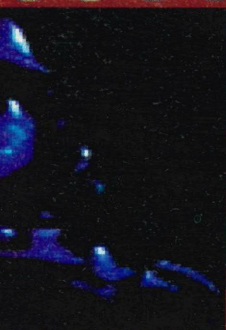
In a single player game the cook disappears only to return with another cleaver-wielding maniac. Luckily in two-player matches it always two against one.



In this Bruce Vs Bruce contest, the safe money is on Bruce



The Blue Oyster bar is the setting for this Bruce on Bruce showdown (try watching Police Academy!)





"I WILL NEVER BE DEFEATED"



"I HAVE NOT COME FOR A LESSON YOU ARE STEALING MY PUPILS."

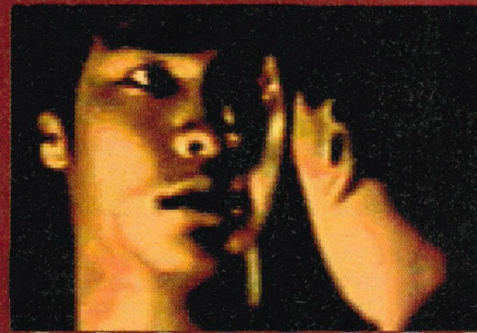
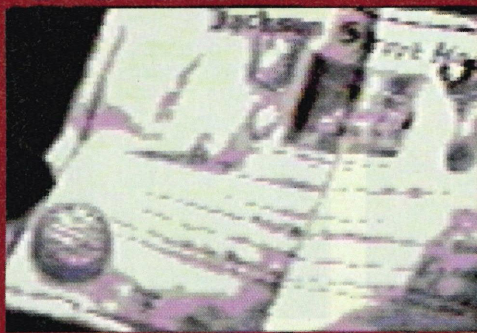
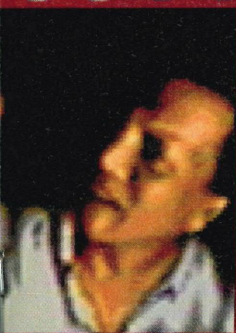


When you get Bruce's Chi to rise into the second section, he can enter 'Fists Of Fury' mode. In this fighting style his limbs become a blur of speed, and multiple hits are possible before an enemy can recover.

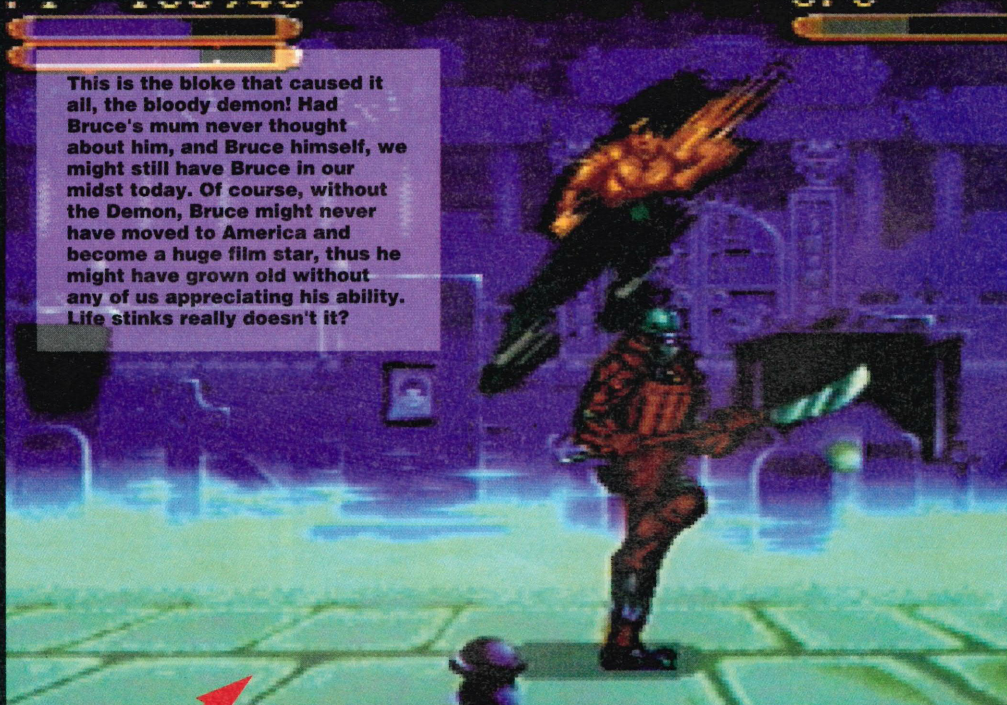


(Left) Bruce smashes through blocks of ice in a bid to defeat the demon

(Right) Bruce takes on two cooks with only his bare hands!



This is the bloke that caused it all, the bloody demon! Had Bruce's mum never thought about him, and Bruce himself, we might still have Bruce in our midst today. Of course, without the Demon, Bruce might never have moved to America and become a huge film star, thus he might have grown old without any of us appreciating his ability. Life stinks really doesn't it?



in which everything he does in tremendously fast, and he can hit opponents and be away again before they notice!

When the Chi meter passes into the third section, Bruce can draw his Nunchucku from behind his back, and spin them around his body before striking out. The advantage is, of course, that they drastically increase his reach, and inflict a great deal more damage than fists or feet alone. The game progresses through several stages, all taken from the film, and all the major characters from Bruce's life as represented, including the man who damaged his spine in a fight, the razor-handed bloke from 'Enter the Dragon' and the demon himself!

Let's talk shop then. There are other fighting games on the market and the eventual discussion comes down to whether a game is better than Street Fighter II. However, in this case, I think that any comparison with SF II would be unfair. They really aren't the same type of game, and although they obviously share common gameplay elements, I think Dragon is different enough to be a worthwhile purchase, even for those people who already own Champion Edition.

As a three player game Dragon really shines, and if you buy this you should really invest in a Sega Tap (of maybe that new Fire thingy) to get the most out of it. If there are any downers, I would have to say that the animation isn't quite as smooth as I would have liked, and that it is a little too easy. However, even so, it is still an excellent game, and a worthy addition to anybody's software collection.



"PREPARE FOR THE ULTIMATE CHALLENGE"

12



P1 7130

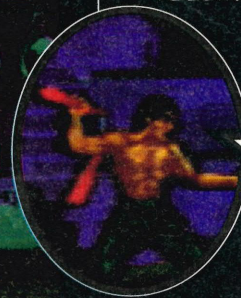
CPU

END ZONE

Great graphics, and three player action make for a superb game. Even with just the two of you, you can still have fun kicking the computer's backside! Highly recommended

88
PERCENT

Well worth the money. Buy it!



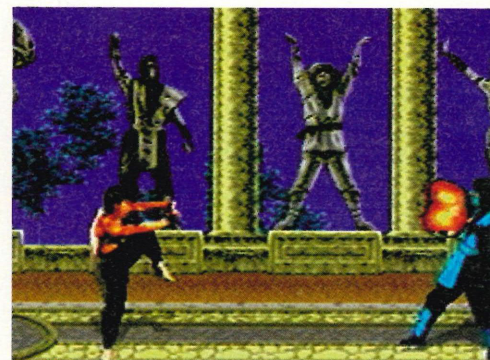
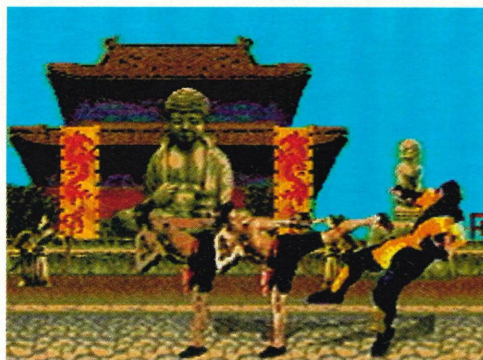
Nearly a year after the release of the cartridge came, the CD version is finally here. Has the wait been worth it?

Remember last year, when everyone was clamouring for Street Fighter II? Just before Street Fighter was due for release, Mortal Kombat hit the shops and cleaned up completely. This led to far fewer people than predicted buying Street Fighter, and Mortal Kombat becoming the fastest selling game of all time. Of course, the game's advertisers, producers and coders all decided that it was because of their efforts that it did so well.

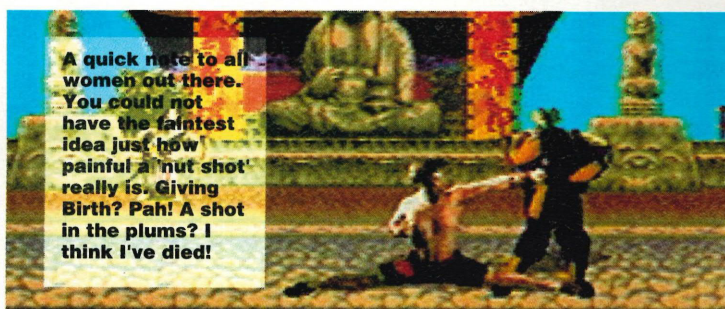
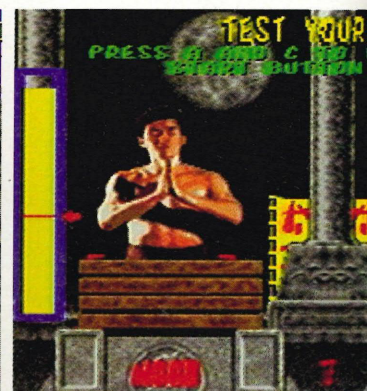
I don't think so though. People fed up waiting for Street Fighter bought the next best thing instead. That is what Mortal Kombat was, the next best thing. It simply did not compare to SCE when it was finally released, but by then people already had a two-on-two game, so they didn't want to pay £60 for another. Now though, with Street Fighter in the shops, what chance does a CD version of an inferior game have? Let's give it a chance though, eh?

One of the main downers of the cartridge for me, was the fact that the digitised voices were missing, ruining the atmosphere at the end of a match. The SNES version had them, but no gameplay! I would have been happy then, for this CD version to simply be the cartridge version, with better sound, including the name samples, and at a cheaper price. What did I get?

Well the sound is in there! All the voices are



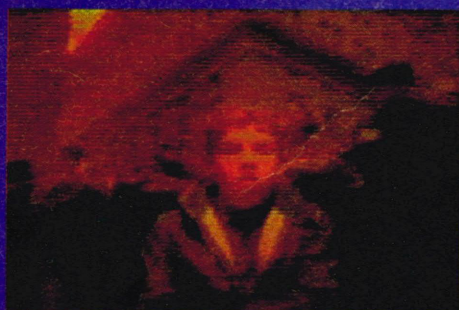
MORTAL K



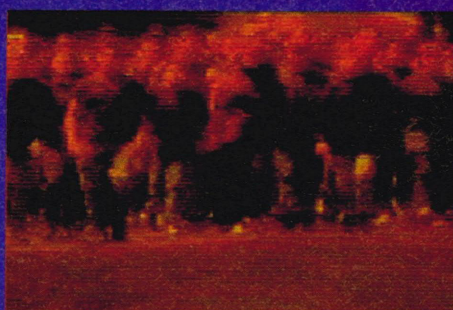
A quick note to all women out there. You could not have the faintest idea just how painful a 'nut shot' really is. Giving Birth? Pah! A shot in the plums? I think I've died!



SO TELL ME ABOUT



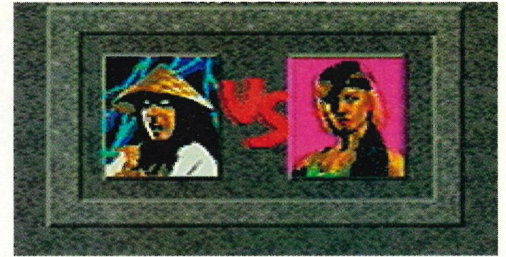
This is about as exciting as it gets. A lot of smeary colours that make up very little at all



This is supposed to be some kids walking towards the camera. More like a red-orange mess to me



Instead of digitising the arcade machine, they digitised the TV ad. As a matter of fact, these are SNES shots!

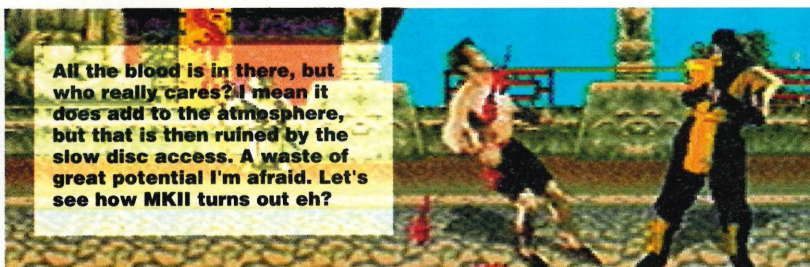


OMBAT CD

spoken at the end of the match, but there is a significant delay as the data is read from the disc. Oh yes, talking about the delay, it really is VERY bad. Before any match the CD accesses to load each character in, and it takes about 15 seconds. Believe me it becomes very annoying to put up with, when the only other improvements in the game seem to be slightly smoother sprites.

The CD lag becomes even worse later in the game. When you must fight endurance matches, and have defeated the first player, the game locks up while it loads in the data for the second player. In the cart version you are thrown in with another player immediately, whereas here you have the 15 second wait to prepare. Even worse is when fighting Shang Tsung at the end, and the game pauses in between bouts as it decides who to let him transform into!

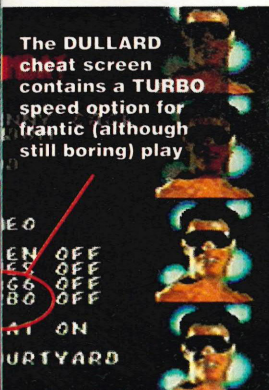
The gameplay has not changed at all, and as such is still worse than Street Fighter. The producers have given the added bonus of being able to watch a very poorly digitised version of the original advert from the TV at the start of the game. Well, a big pat on the back there then! This game is nearly a year too late, a poor CD game itself, and even bettered by the cart version. Stick with SF III!



All the blood is in there, but who really cares? It mean it does add to the atmosphere, but that is then ruined by the slow disc access. A waste of great potential I'm afraid. Let's see how MKII turns out eh?



All the original fatalities are in the game, and are slightly smoother too. However, there is a SERIOUS lag as they are loaded from CD after you perform them, and it is VERY annoying. The very selling point of the game has been ruined for me



THIS FMV



Which, of course, explains the appalling quality of these screen shots

And you get all this for free. Is it really free? Oh thank you God!

END ZONE

A very poor conversion of the arcade machine, and even the cartridge original! Very slow CD access ruins the game completely. Of course, it was pretty bad to begin with!

65
PERCENT



Did we wait a year for this?

JEOPARDY!

Fed up of watching American game shows on TV? Has just playing along at home become too dull? Like to try going out with your friends once in a while, and if you

Jeopardy is huge. Really Big. Quite large you know. Fortunately that is only the case in America, and therefore few of us have had the misfortune to have to sit through the boring world of American Daytime TV. However, all that was until the Satellite boom began, and Astra began transmitting the pap that it does, including several channels beaming late mid-80s American game-shows to the European public.

Just why anyone would enjoy the kind of rubbish that most Americans readily digest is beyond me, I guess you have to be an American housewife (or househusband of course) to understand it. Never the less, Jeopardy is big business, and so are consoles, so someone decided it was high time they got together. Gametek decided they were just the guys to bring us the "Challenge of one of America's favorite TV game shows" and here is the result.

Before I get down to the review proper, I'd just like to chat for a while about the utter stupidity of the decision to computerise a game show. To begin with, the whole idea of a game show is that you win a big car, boat or wedges of cash. None of these can possibly occur when playing a console game, unless of course you happen to win the pools on the same day. In addition, if you play against a computer opponent they already know all the answers, so must pretend to get them wrong some of the time. This situation is absolutely ridiculous and for that reason I will now tell all those people with no friends to IMMEDIATELY turn the page.

Now with a few friends we all know games can be fun. Trivial Pursuit is a great game to play, but only really as a board game. You know people actually like to throw a dice or spin a spinner, and computerising a game takes that away from them. I do not think there has been one board or TV game that has transferred successfully to a console (or computer). I suppose though, we'd better give the game the benefit of the doubt and see what all the fuss is about, eh?



This week's contenstands are Michael, Jimahl and Warner. And tonight's chosen subject is, The Cosby Show!

HIS NOVEL "THE
THIRD MAN" WAS
ORIGINALLY
WRITTEN AS A
SCREENPLAY

STOP

Do you know? Does anyone know? These and more questions will be answered in next weeks "Boring questions", Goodnight!



With Jimahl on -\$300 and Warner on \$0 there is still everything to play for in the exciting world of Deluxe Edition Jeopardy

So let's go and meet th



"Jim is 25, and it says here that you take it up the, oh no my mistake, you're into Gary Glitter!"



"Thelma here is from the Deep South so she is used to a little bit of family competition"



"Hello to Enrice, our only black participant. Our obvious attempt at racial equality has failed dismally with four Caucasians and only one Afro-Caribbean taking part"

YDELUXE

your hand at the real thing? Jeopardy Deluxe may be just your thing. Then again you might want to get a life, have no friends then make some. It's just a thought though



This is about as exciting as the game gets. You see this picture and everyone supposedly goes "Whoooo". No-one did.



The tension mounts as Mike tries to remember his O level Geography. "I bloody know this you know. I mean I was listening to Mr. Geophries when he went on about Hitler and stuff, is that it?"



Well to begin with Jeopardy ('Deluxe Edition' don't forget) has a difference in that all your answers must be in the form of a question, so if the host asks you "What magazine is the best for Mega Drive news and reviews?" you have to answer "What is Sega Zone?", get the idea? Of course, in the game show if you didn't phrase your answer as a question you were wrong, whereas here you are unable to get it wrong as the first part of your answer is done for you, and you simply fill in the final word (or words).

The blurb that comes with the game boasts over 3500 new questions in over 700 categories, but this is not nearly as impressive as its sounds. This means that if you ever see the same category again you will certainly have seen all the questions before. Now this might sound unlikely, and indeed the game says that it is completely random as to which categories are chosen, but even so I saw the same category on at least three occasions.

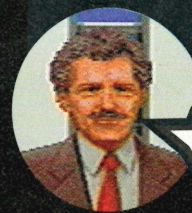
Anyway, the aim of the game is to make the most money, by choosing a category and an amount you will gain that much money if you get the answer right, or lose it if you get it wrong. After completing the first thirty questions you get to go on to Double Jeopardy (oh Jesus Christ) and after that round it's Final Jeopardy (and freedom at last). On each set of thirty question is one Daily double, where you get the chance to bet some of your money in the hope of doubling it if you get the question right (well that makes everything alright then eh?)

Let's just talk shop for a minute. This game is crap. I mean it. The whole idea is crap. The graphics are crap. The user-interface is crap. Even the supposed great digitized voice of Alex Trebek is crap. Why anyone would want to buy this game is a complete mystery to me, and I only hope that Sega Europe exercise their 'Stamp of Approval' muscle and decide that this is the utterly crap game that I think it is. Enough said?

END ZONE

1. It's crap
2. It's based on an American daytime game show
3. The computer cheats to win all the bloody time
4. Do I need to go on?

35
PERCENT



crap, crap, crap, crap

e contestants



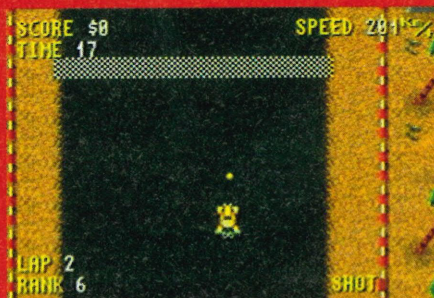
"And representing Middle America we have the lovely Tawny, who likes to clean house, wash dishes and iron, all while watching Jeopardy!"



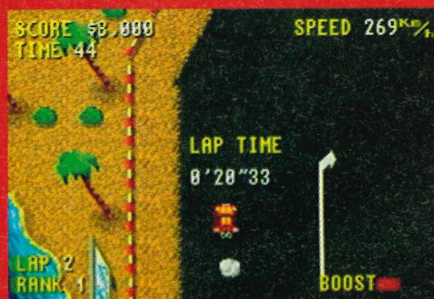
"Finally tonight, you can choose to be the suave and sophisticated bloke on the end. Why did your mother name you after a food processor Kenwood?"

WELCOME TO MISSILE WORLD

Yes, it's a big hello from Warmonger Warren, and welcome to 'Wurld o' Missiles' or 'Missile World' as it's known in new English. Here you will find everything you desire from a good weapons emporium. Stun gas, AK-47 assault rifles, grenades. You name it, we've got it, and we'll even fit it to your car, for a price!



The paltry shot. Look how poor it is. Very. Looks like a pea-shooter really.



The Boost gives you this impressive white cloud from your rear. Great.



Relive those Spy-Hunter days of yore with the Smoke Screen. Too young to remember eh? Pah! Kids.

This is a bit more like it! A homing missile that never fails to hit the mark. Lock and load baby!

Glue. Great. If it wasn't bad enough in Micro Machines, they include it here too. Bloody annoying.

Some kind of army mine allegedly. In any case, hit one of these, and it's Boom, Shake, Shake, Shake the Room!



COMBA

Did you like Micro Machines, but always want to blow the other to your

Don't get too excited though, because it's not that good. It isn't bad of course, and a lot of time and effort has obviously gone into it, but it simply isn't as good as Micro Machines. If you don't have a copy of MM, I would tell you to hasten out and buy it now, but seeing as MM2 (with J-cart, i.e. 4 Players!) is just around the corner I would wait for that! In any case, Combat Cars tries hard to be Micro Machines with guns, and fails in several areas.

Firstly though, as always, the good points. The graphics look nice don't they? There are some good cut-screen between levels, and the car and road graphics look pretty great really don't they? That's one up for CC then eh? Then there are the weapons! Unfortunately they are limited to one type per player, so you can't pick up weapons as you go around, or select different weapons from a list. You pick a character to play, and their car has a specific weapon.

In another low point, few of the weapons have any offensive qualities. There are two that fire projectiles towards cars ahead, a few that drop oil, smoke etc.. behind your cars, and some turbo chargers to give you a burst of speed. That's your lot I'm afraid. It's a little disappointing to tell you the truth. The controls simply aren't up to much either to tell the truth. Although the game uses an excellent momentum system like Micro Machines, with your back end skidding out around bends, you cannot regain control again, and always seem to end up in the speed-reducing gravel, or braking into bends anyway! Where is the fun in that?

The sound though, is better. In fact, there are



The Shop. Upgrade your car here, and get an eyeful of the attractive girl's breasts. You know, console games aren't sexist at all, you see semi-naked chaps all the time



Each track has a rather nice cut-screen. This is for the harbour. Cool of what? No!

SCORE \$49,600
TIME 35



SPEED 2KPH

Liberal use of the Boost will often result in a close-up meeting with a barrier. Usually referred to as a 'crash' in the trade.



AT CARS

cars out of the way? If so, then this game might be the answer prayers!

some rather nice tunes playing along in the background, but unfortunately the effects soon bring you back to earth again. When this came in for preview last month, Accolade promised that the graphics and playability would be improved. They did indeed spruce up the graphics a great deal, but the gameplay has remained the same. It is simply far too difficult to play, and results in annoyance.

The saviour could have been the two-player split screen mode! Unlike Micro Machines, which put both players on the same screen, limiting the game a great deal, Combat Cars uses a split screen mode. The graphics are the same as those in the single player game, and Accolade have used the same technique used in Sonic 2 to squash the graphics down to fit on half a screen. This has caused the game to slow down a hell of a lot though, and it ruins what could have been a good idea.

Two-player allow both duels and co-operative play. A duel being just the two of you, and co-operative play involves computer players as well. The gameplay is identical to the one-player game. Race around several tracks, ensuring you finish in the first three to progress to the next level. Should you get through the money you make while racing can be used to soup up your car and give you more chance on the next track.

The idea behind Combat Cars is sound, but poorly implemented. The graphics are fine, and scroll smoothly in one-player mode, but the two-player mode is a complete let-down. This fails to live up to the standard already set by Micro Machines, and although MM does not involve any guns or smoke bombs, it is far more fun to play, and a much better bet than this.



TWO PLAY

Even though most games are saved by their two-player games, Combat Cars is not. The two player version is far slower and less playable than the one-player. I just hope you have no friends if you buy this game!

Yep, it's the two player game. Beat crap out of your friends, in slo-mo. Very poor really, and not a patch on Micro Machines (how many times have I mentioned that now?) If you must buy the game, ensure you keep your friends away, or they'll kill you. With a gun.

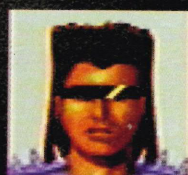
See the gravel on the right of the car? You'll get to know it really well, believe me.



JACKYL



SADIE



RAY



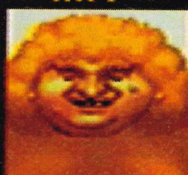
MEKMAC



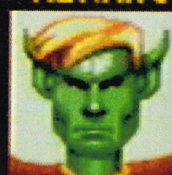
METRO



GROWL



MAMA



ANDREW

SELECT YOUR CHARACTER

Choose your man (or woman) from this motley crew. They all drive like imbeciles anyway

END ZONE

Far too difficult in one-player mode, and disappointing in two-player. Not bad by any means, but not good enough to compare to the almighty Micro Machines

64
PERCENT



Misses the mark by a mile

Select Visitors Team:

American					National				
West	East	Mid	South	Central	West	East	Mid	South	Central
San Francisco	0	0	-	-	San Francisco	0	0	-	-
Colorado	0	0	-	-	Colorado	0	0	-	-
Los Angeles	0	0	-	-	Los Angeles	0	0	-	-
San Diego	0	0	-	-	San Diego	0	0	-	-
Chicago	0	0	-	-	Chicago	0	0	-	-
Cincinnati	0	0	-	-	Cincinnati	0	0	-	-
Houston	0	0	-	-	Houston	0	0	-	-
Pittsburgh	0	0	-	-	Pittsburgh	0	0	-	-
St. Louis	0	0	-	-	St. Louis	0	0	-	-
East	0	0	-	-	East	0	0	-	-
Atlanta	0	0	-	-	Atlanta	0	0	-	-
Florida	0	0	-	-	Florida	0	0	-	-
Montreal	0	0	-	-	Montreal	0	0	-	-
New York	0	0	-	-	New York	0	0	-	-
Baltimore	0	0	-	-	Philadelphia	0	0	-	-



Hardball

I'm still drunk from last night, so do
You'll find out what the game is about
here I'm

Hardball '93 is a baseball game, and that is its main downfall. Baseball, for those who don't know, is an American sport. That's not to say we Britons don't play the game, it's just that we don't play it an awful lot. However, for those people who do like baseball, I am writing this review.

Well, Hardball '94 is an update of Hardball 3. You might remember Hardball 3 because it had a full commentary (like SportsTalk football) made up of small snippets of sampled speech. In addition it was actually a pretty game baseball game too!

In actual fact I liked Hardball 3 so much, I went down to my local Ritz and rented a copy for a few nights. Although the speech was impressive at first it soon became dull though, and switching it off became the norm. Luckily then, Accolade have removed the speech from the new game, and instead have upped the graphical quality!

Check out the screen shots. Go on, I'll wait for you. Done it? Right. What you can't see though is the animation on the main characters. It is really superb. I would guess that the players have been rotoscoped, such is the fluidity of their movements. Of course, great graphics are all well and good, but what about the gameplay?





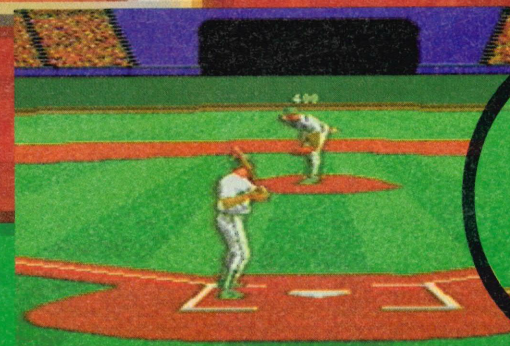
Don't expect a good review or anything. And that's your lot. No humour or chat in afraid.

With a fine pedigree behind it, *Hardball '94* takes all the good points from its predecessors and builds on that. It just so happens that the gameplay here is identical to earlier efforts, and only the graphics have been tweaked. Different batting and pitching styles are selected by a pressing a direction on the D-pad, which works very well.

This being a sports game, you would expect plenty of stats. You get them of course with a vengeance. If you want, you can check the stats on a series of major league players, and add your own name to the battery back-up as manager of one of the teams! The stats are pretty overwhelming actually, but if you are into that kind of thing then you are well catered for.

Unless you have been asleep you will have noticed that we also have *RBI 4* in for review this month. The burning question must be then, which is better? Well, I must admit (sorry Accolade) that *RBI* is the better game. In *Hardball* they seem to have compromised the batter's ability just to make him look nice, so he can't move around within the box, unlike the Tengen game.

That is just my personal opinion though, and I would implore you to try out both games and decide yourself. They are both excellent simulations of the sport (I guess), but if you own



an earlier copy of either series I couldn't really recommend you buy another.

On *Hardball* specifically though, I must say I did enjoy playing the game, although I am not a big baseball fan. You will be surprised by the quality of the player animation I'm sure, and although the game is far better as a two-player event, the one player game certainly provides a great deal of enjoyment, and long term play.

An excellent simulation of the sport, spoiled slightly by the lack of batter movement. It's really a toss up between this and *RBJ 4* though. Try them both and see.

77
PERCENT

A home-run hitter!

RBI BAS

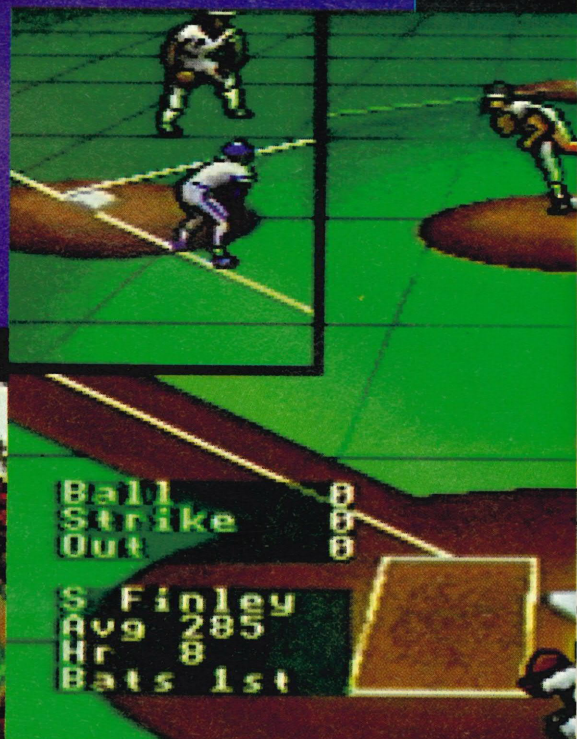
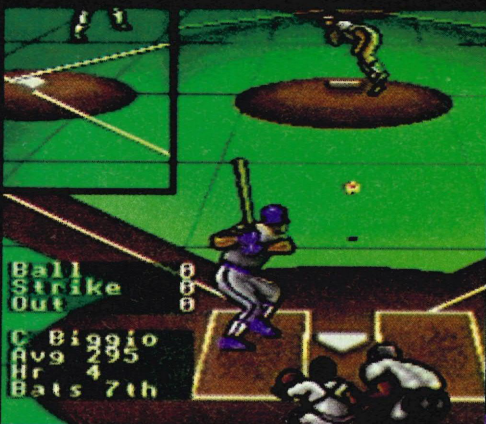
Fancy a quick game of grown-up rounders? Well seeing as Baseball

The Americans, eh? They always have to alter out sports and call them their own. Rugby was quickly bastardised into American Football, Association Football became renamed Soccer (why?), and Rounders, a British girls' game at best became the much-loved American pastime known as Baseball. Now I'm not saying that the yanks are soft at all, I mean just look how big, strong and quick those American Football players are, it's just that they never seem to have any original ideas.

Of course, I may be completely wrong, but seeing as I can't be bothered going to check the history books, you'll just have to take my word for it. In any case, Baseball is an advanced form of rounders. You know the thing, take a bat, hit a ball, run around a diamond. Although over here a few discarded shirts will do for bases, in America they have carefully dusted white square, and large (read HUGE) stadiums filled to the brim with people (all stuffing their faces with hot-dogs and popcorn).

Console gamers have a choice when it comes to baseball games. You can either check out the Hardball series, or the RBI series. Whether this game will get a UK release is not certain, because the gameplay is virtually identical to the earlier RBI games from Tengen. Much in the EA way of thinking, Tengen have simply updated the player

The best 'all-action' shot I could be bothered to get. Tw has just launched a rocket. Will the Batter send it into t I know for sure, and I'm not telling. Of course, for the ri



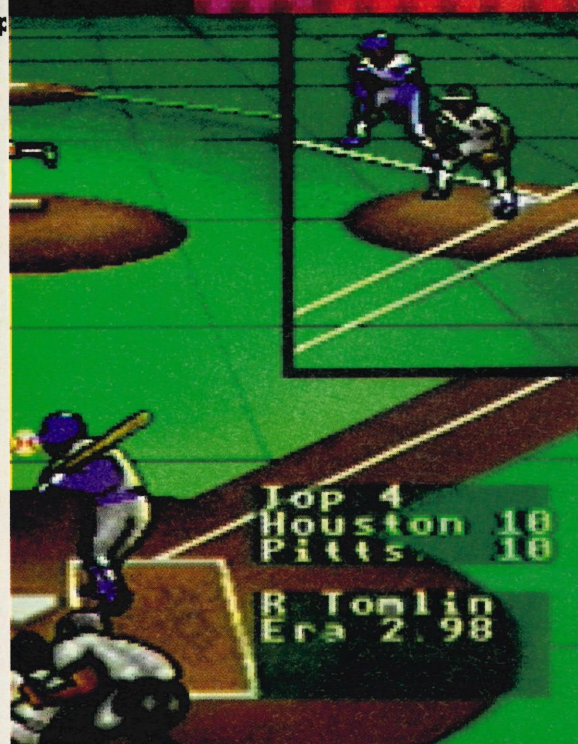
TEAM	1	2	3	4	5	6	7	8	9	10	R
BAT	0	0	0	0	0	0	0	0	0	0	00
GR	0	0	0	0	0	0	0	0	0	0	00
AB	H	2B	3B	HR	SO	BB	SB	E			
V	00	0	0	0	0	0	0	0	00	00	
H	00	0	0	0	0	0	0	0	00	00	
00	00	B	S	0	TOP	1					



And thus the case of the mysterious severed arm was solved. "Ow D'ya do it 'olmes?" "Elementry my dear Watson, but if you think I'm going to tell you, and have you taking the credit you can get stuffed"

EBALL 4

is exactly that, why not check out the latest RBI game from Tengen?



men are waiting on bases 1 and 3, and the pitcher he outfield, or is is going to be a sorry strike? Well only ight bribe I might be prepared to blab!

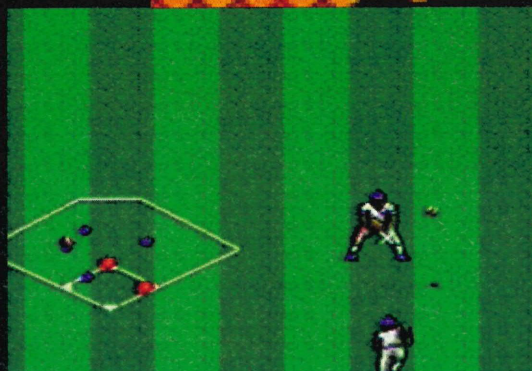
stats and re-released the same cartridge. This is fine for people who must have the most up-to-date version around, but means that anyone already owning an RBI game had better steer well clear.

What is it like? As I said it's identical to the earlier RBI games. Average graphics on top of a slick gameplay engine, with all the statistics you could hope for. Everything that exists in baseball is here, and this is surely the best Mega Drive baseball game. Although the graphics and sound are both average really, the gameplay scores highly, and although I have no particular liking for the sport in question, it is easy to see that this is an excellent simulation.

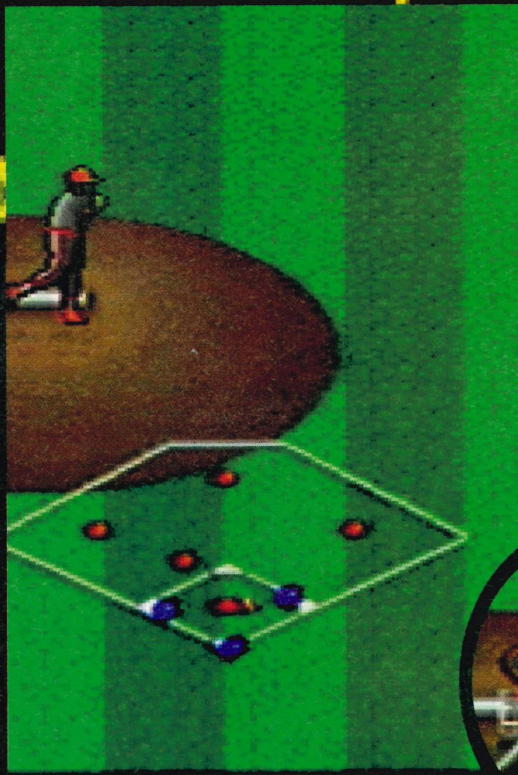
You can choose any of a fair number of teams, and choose to either play a one-off match, a series of seven, or a full league. There is also the option to practice your batting skills with the Home Run derby, in which you must hit as many as you can out of the stadium. That's about it though. The game is, as I said, the same as the previous RBI game, but with more up-to-date teams, players stats, etc.

This is really the best baseball game available on the Mega Drive, and with two players it is really good fun to play. The three skill settings mean single players won't tire of it too quickly either. In conclusion then, if you're after a Baseball simulation get this, but only if you don't own an earlier title in the series.

Now I'm not the kind of chap to worry about ball size, but that is a mighty large ball for such a tiny chap, don't you think?



Not being a baseball fan I have no idea what that score thing means. Sorry an' all that.



END ZONE

The best baseball game yet on the Mega Drive, but not different enough from the other RBI games to warrant further purchase for those with an earlier RBI game. More stats are the only difference between this and RBI 3

79
PERCENT

The best just remained the same!

OUTRUNNERS

Spot the deliberate mistake in the latest coin-op conversion from Sega. "Hey guys, it's a one player game too you know!?"

Outrunners, if the name didn't give it away, is a descendant of Outrun, which was a rather successful Sega coin-op in around 1986. Everyone clamoured for a sequel, and eventually last year, in 1993, the coin-op sequel was released. It featured the usual Sega link up ability, and the latest sprite-scaling techniques, so it was really pretty smart, but overshadowed by Virtua Racing. This game is obviously a conversion of that arcade machine.

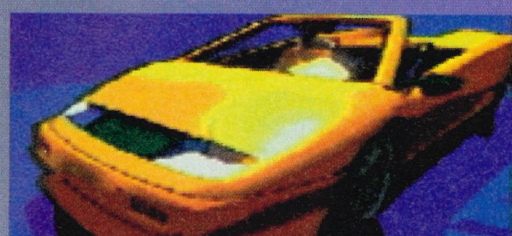
Take a look around the page. Apart from the rather pretty boxout about the possible cars, what do you notice about the rest of the screen shots? Anything at all? Does anything point itself out to you? Oh, is that a hand I see at the back? Yes, what is it? "Aren't they ALL split screen shots? Have you missed out the one player game shots?" Well no actually. They are both one and two player game shots, but whether you play one or two player you always play split screen. If you play on your own, you are forced to race against a computer player whether you want to or not. This,



Nice Mowta Mate



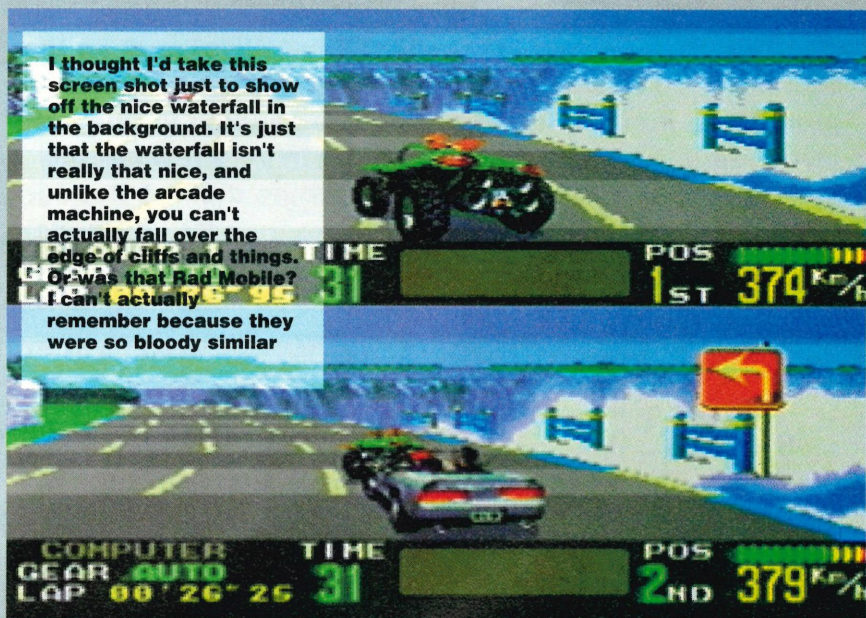
There are eight different cars to choose from in the game, but there are obvious good and bad cars, and so you end up only choosing from about 3 cars anyway! I could tell you about the fact they all have different gears, grip on the road, acceleration and handling, but I really don't think it makes a lot of difference. In addition, each is supposedly suited to a particular terrain in original mode. Again, I noticed bugger all difference.



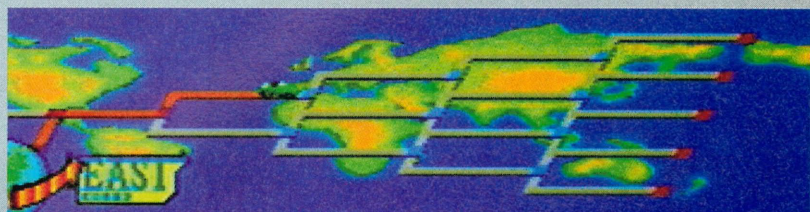
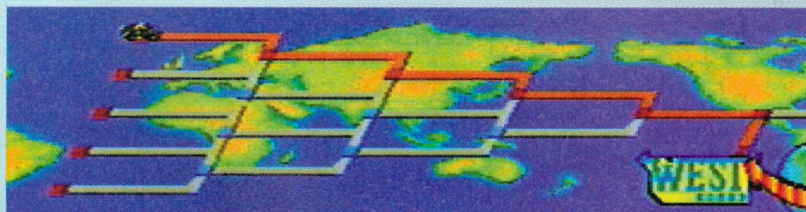


(Above) Why hold a road race where there is a good chance of smashing into a horse? I like horses you know, and I was appalled (not really) by this part or the game. Appalled. Really. Yes.

(Below) "Yeah, I've won! Wait a minute, what do you boys want? What do you mean 340Khm? 85 tops officer"



I thought I'd take this screen shot just to show off the nice waterfall in the background. It's just that the waterfall isn't really that nice, and unlike the arcade machine, you can't actually fall over the edge of cliffs and things. Or was that Rad Mobile? I can't actually remember because they were so bloody similar



in itself, is enough reason for a low score, but there is more yet.

How do think the whole thing looks? OK really? Well, let me tell you it doesn't move very well at all. Have you ever seen Batman Returns on CD, or XJ220? Remember how they use masses of roadside objects to give a great feeling of movement? Now on the Mega Drive, such amounts of sprites aren't possible, yet games like Super Monaco GP seem to shift a great deal. Well Outrunners doesn't shift very many at all, and the only reason you might think you are moving is this huge scrolling stripy road.

It's all pretty ugly really, and harks back to the days of Outrun on the ST and Amiga. And talking of the ancient Atari machine, how about the sound? All the music in the game is absolutely awful, and makes the Mega Drive's rather nice sound chip sound like the 3-Channel Yamaha chip from the ST (and Spectrum 128!). The sound effects are equally bad, and the whole 'sound thang' is really pretty dire.

Gameplay? None I'm afraid, mainly due to the game's difficulty (or lack of it). On Easy, the game is a breeze, but normal causes you to suddenly be unable to compete. There are not nearly enough

opponent cars about on the track, and you do not seem to be able to skid you car. The ability to drive so many different cars is spoiled by the fact that some are so obviously better than others that you always choose them, or the computer certainly will.

Sega have added a 'super' original mode, that unlike the arcade does not have you racing through checkpoints on your choice of course, but instead is simply a race against the opponent along the single track of your choice. It adds nothing to the game at all. Should you be in first place you also allowed to pick the musical track that plays along with the game. What a reward!

Do I have to round up this game now? (Yes - Ed). Okay then. It is awful. Really. The graphics, sound and gameplay all date back to the late eighties, and much like it's arcade counterpart, this will be totally overshadowed by Virtua Racing. There are so many good racing games on the Mega Drive (and CD) that I see no reason for releasing this tripe. Let's just hope that Sega Europe see sense and decide not to give this the UK seal of approval, then hopefully none of you will have to go anywhere near it!

END ZONE

Ridiculously bad arcade conversion, that falls well short of the mark already set by other Mega Drive racing games.

Don't even this about getting this game, it is so very poor indeed.

45
PERCENT



Save up for Virtua Racing

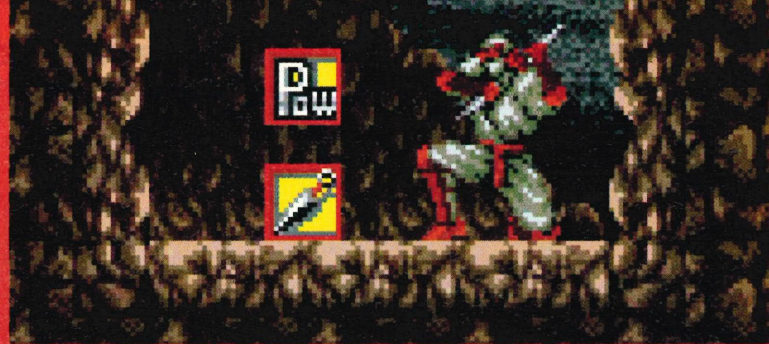
SKILL ZONE

Well, we have yet again received bag-fulls of mail on the tips front. That isn't strictly true though, and in fact our promise to publicly humiliate people sending in tips from other mags seems to have resulting in very few people sending in tips at all. "How many people did? - A Reader". I'm not at liberty to say. "Was it more than 3? - A Reader". Of course it was(n't). Look people, there is distinct lack of reader participation going on here, so shape up, or we might have to find a new lot of readers. Don't think we won't do it either!

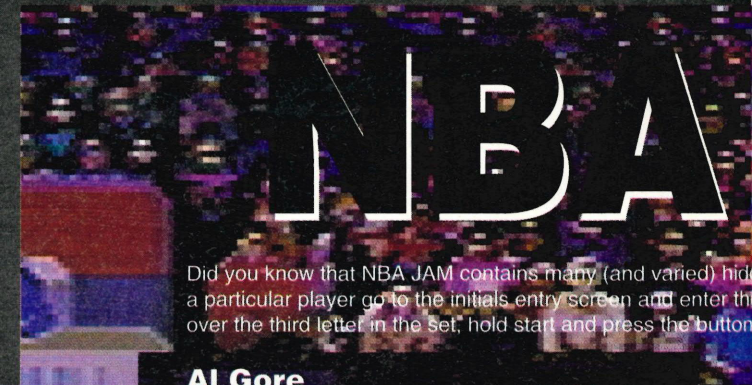
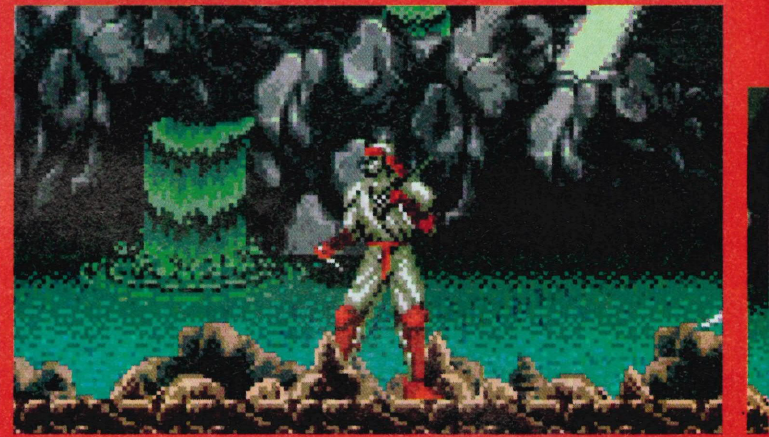
It's a good job though, that our resident review pleb is such a tip genius, as the Phantom has produced most of the tips seen here today! In any case get those tips flowing in to:

**SKILL ZONE,
Sega Zone,
Maverick Magazines,
16-17 Hollybush Row,
Oxford, OX1 1JH**

And remember, if you send in tips obviously copied from other mags you will be publicly humiliated. I mean it!



SHINOBI 3



Did you know that NBA JAM contains many (and varied) hidden tips? To see a particular player go to the initials entry screen and enter the initials of the player over the third letter in the Set, hold start and press the button.

Al Gore
TURBO
NET START+B

Mark Turmell
MJT START+A+B

Sal Divita
SAL START+C

Air Dog
ALR START+A

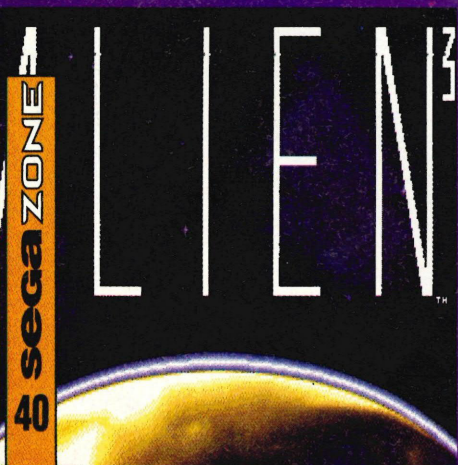
Chow Chow
CAR START+B

Kabuki
QB START+A

ALIEN³

To Skip levels in this super little game, go to the options screen. With controller 2, enter the following: C, Up, Right, Down, Left, A, Right, Down. You should hear a powerup sound. Now, start the game. If you pause the game and hit C, A, B, you should get some vertical green lines. Unpause the game, and you will go to the next level.

It's a big pat on the back to Tim Norton of Essex for that one.



BIO HAZARD BATTLE

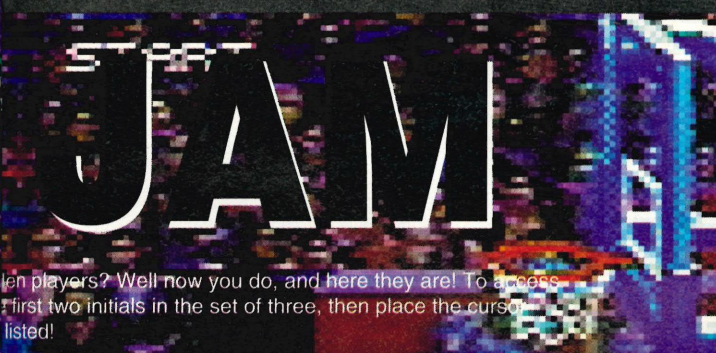
To get a stage select in the game, as soon as the Sega logo appears, press and hold C. Then at the title screen (still holding C), make a full circular motion with the joystick in the clockwise direction, starting up the UP position and ending in the same position. You should hear a noise if the cheat worked. Then press start and you can start from any level!

Thanks to Bill S. Preston Esq for that tip. He hails from San Diemas, California!



At the "Options" menu, change the sound effect (S.E.) setting to "Shurikin". Move up to the "Shurikins" setting and change it to "00". Wait a few seconds, and it will change to an infinity symbol.

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "He Runs" and press B to listen to it, then play "Japonesque", "Shinobi Walk", "Sakura", and "Getufu" the same way. If you pressed B at each song and played them in the correct order, you should have heard a brief tone when you hit B at the last tune; this signals that the invincibility code is in place. Now start the game, and you won't take damage from anything.



len players? Well now you do, and here they are! To access the first two initials in the set of three, then place the cursor on the listed!

Rivett

RJR START+C

Scruff

ROD START+B

Weasel

SAX START+C

P-Funk

DIS START+C

Warren Moon

UW START+A



CRUE BALL

(Skip Levels and Sound Test) Choose "Music Demo" from the title menu and select "Twisted Flipper." While those words are on the screen, press A, C, A, and B, then start the game. Before you launch the ball, hold Up and press B to raise the "volume level" to the next stage, all the way up to Level 9. (Hold Down and press B to lower the "volume.") With this code in place, you'll be able to enter a full sound test at any time during the game by pressing A, B, and C together.





BATMAN RETURNS

To select you stage, pick "Options" from the "Batman Returns" title screen. Change the game type to "Platform Only". Now, enter the following code on the control panel by holding Left on the control pad and pressing B while Batman's finger is over each number in this order: 1, 7, 1, 6, 7. Note that by holding Left and pressing B, you don't change the status of that item on the screen, but you do enter the number. You should hear a louder beep when you enter the last number to indicate that the stage select code is in place. Set up the game options any way you like, then point to the number of the stage you wish to start at. Hold Left and press B to start at that stage.

To skip stages set the Game Type to "Driving Only", then hold Left and press B at each of the following numbers: 1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1. You will hear a beep. Start the game, and you can skip stages by pressing the C button while the game is paused.



SONIC SPINBALL



A few month's back we printed some cheats for Sonic Spinball, but they only worked with the Action Replay. Fear not though, because the mighty man himself, Hulk Hogan™, is here to help out your poor 'cheat-box less' mortals.

"You know something Mean Gene? Pressing A,B and C together as the computer adds up your score, will give you loads of extra points!"

Hulk Hogan did not of course, write in with these tips

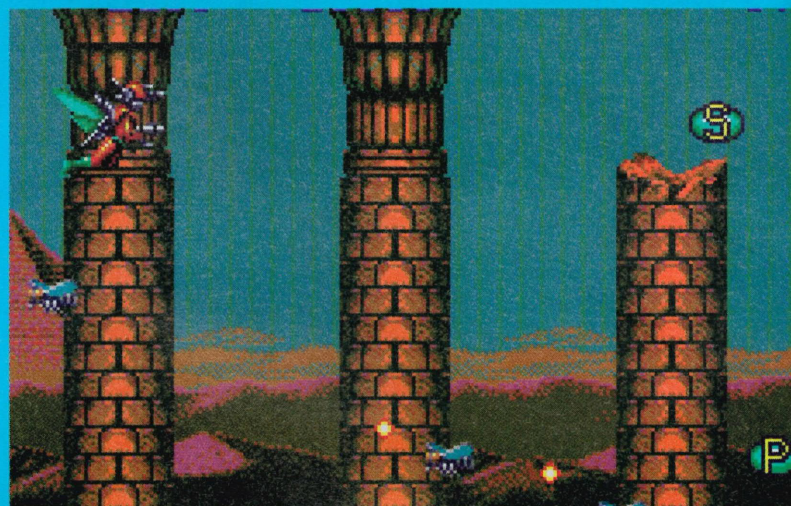


INSECTOR X

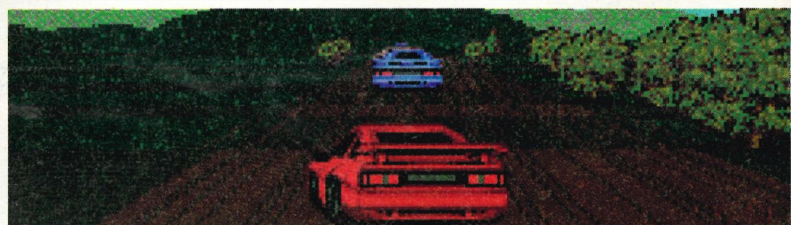
For unlimited continues in this game try this little cheat.

When your game is over and the 10 seconds left to continue are being counted down, hold upper right and repeatedly press C fast. If you press fast enough; you will add a continue; the maximum number of continues is 8.

Thanking goes to Jim Morrison, from the Doors. Although that's not true.



LOTUS TURBO CHALLENGE



Try out these cheats for the rather natty Lotus.

Use the password "MANSELL", and you will always advance to the next stage regardless of your placing. Use the password "SLUGPACE", and your car will go from zero to 60 MPH in two seconds with a top speed of 176 MPH.

These were sent in by the 'Chick Lovin' guys from Lancs, the Thumb-Boys. Go and get pissed lads!

JURASSIC PARK

Use JPG0xARK where x is the number of the level you want to play as Grant. Use JPR0xARK for the Raptor. NYUKNYUK lets you move Grant or the Raptor with pad 2: A refills life and ammo, B is slow motion.

For a level select enter and leave the options screen. Go to the password screen and enter any correct password. Move over << or >>. Press A + B + C + Start (press and hold A, press and hold B, etc.) This should take you to a screen where you can pick your level and more.

The mysterious phantom reviewer sorted those tips out by the way!



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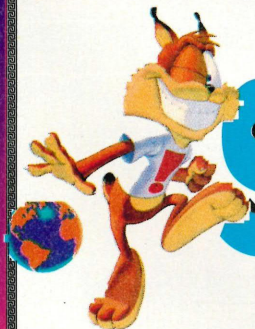
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MANSSION OF H

Stuck on this game? You must be a bit sad then. In any case, sad as you are, you'll be expecting a bit of help won't you? Well, here are the steps and soon you and your sister will be free of this place.



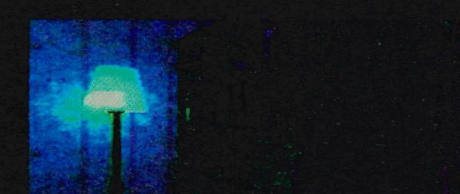
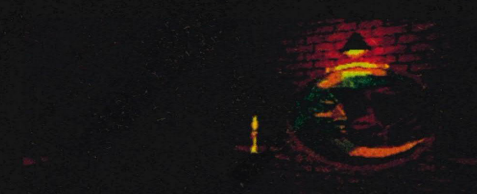
Although during the walk-through we will only mention the mirror twice, if you are playing the game for real it is very important. The 'clue mirror' as we call it, is located in the games room at the end of the right hand corridor on the first floor. Your first job then, is to head there and discover the first clue.



Ah ha! It seems you should visit the bedroom cupboard, but first a quick jaunt to the study downstairs should yield a diary on the chair as you enter the room. Collect this and you can now save games. Anyway, head upstairs to the end of the left corridor on the first floor. Go into the bedroom, and search the cupboard to discover a key under the pouffe.



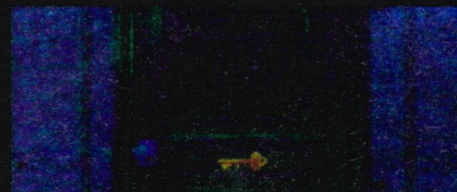
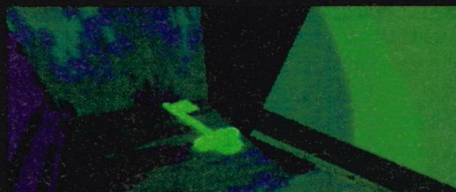
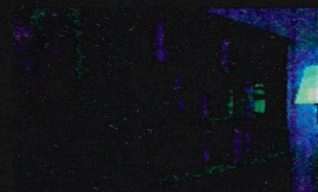
Head out of the room, and along the corridor to the door ahead. Use the key in the lock, and enter the art-room. Here you should search a painting further into the room discover a key, and then take a look at the painting by the door to fall into a strange candle room.



Blow out the candle to the left of the moon and exit into the butterfly room. Go through into the library and search the left-hand bookcase and read the book about the candle room.

HIDDEN SOULS

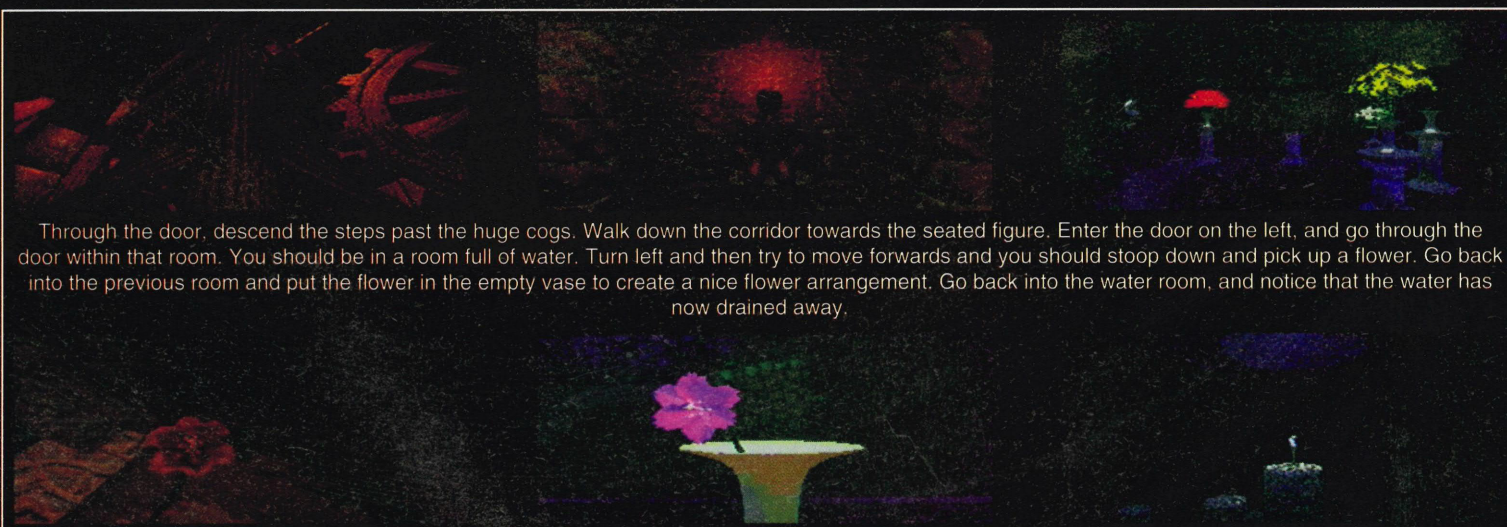
Got you? Thought so. Just to stop the 'phones ringing then, we bring you this complete walk-thru to the game. Follow the mysterious mansion. Well, what are you waiting for?



Then search the right-hand bookcase to find the key to unlock the door. Exit the room using the key.



Head back to the games' room. Check out the mirror again, and it will tell you to look at the dartboard. Do so, and you should be rewarded with some matches. Go back to the library, and into the butterfly-room. By searching the desk you should go underneath and enter the candle room again. Find the candle that is unlit, and following the technique described in the book, light the two candles on either side of the unlit one, then light the unlit one. A door should now open.



Through the door, descend the steps past the huge cogs. Walk down the corridor towards the seated figure. Enter the door on the left, and go through the door within that room. You should be in a room full of water. Turn left and then try to move forwards and you should stoop down and pick up a flower. Go back into the previous room and put the flower in the empty vase to create a nice flower arrangement. Go back into the water room, and notice that the water has now drained away.



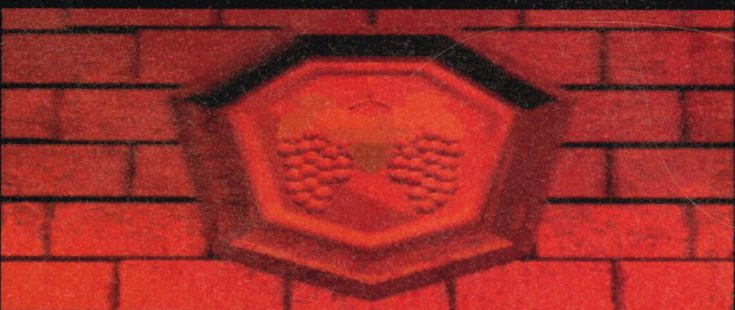
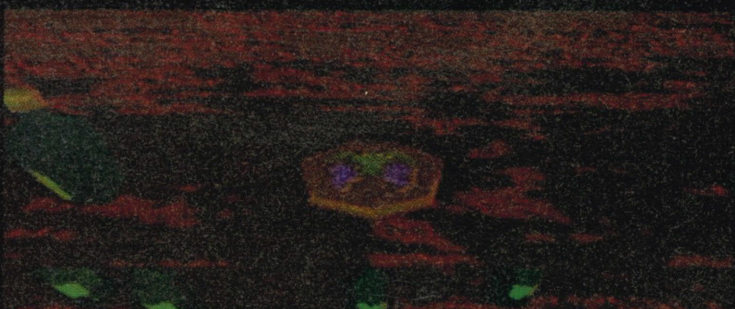
Turn left, then go forwards and you will step across the pillars to the centre. Pick up your sister (the butterfly in the bubble), and after the lengthy intermission, head back into the vase room. As soon as you leave the vase room, turn right and head straight down the corridor. The figure who was seated at the end, is running behind you (turn around to check if you want, but you'll die!), so you must be quick. Open the door at the end to escape from him.



Go up the stairs past the (now-working) machinery. Head through the library, and upstairs to the art-room. Collect the watch that is hiding behind one of the pictures, and begin the race against time. You must now exit the house within an hour. Go downstairs, and use the key you have to open the music room, the door on the right hand side of the ground floor. Inside search the table with the violin, and collect the candelabra.



Go to the study again, and try to enter the fireplace. Use the candelabra and you will travel through a tunnel to a hidden corridor. Head to the end, and search the wall. A key will drop down, which opens the trophy cabinet back in the study. Go to the study, and collect the plaque from the cabinet.



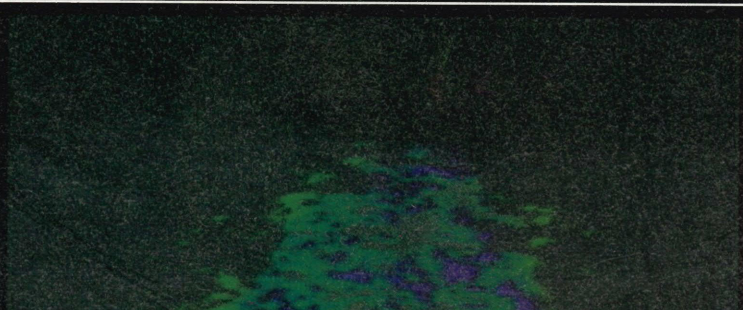
To get back to the hidden corridor you must use the candelabra again. Once at the dead end, use the plaque in the recess on the wall, and a ladder will descend, which you automatically climb.



Head through the right hand door and you will find a mirror. Then go through the left door, and back into the main house.



Go to the bedroom again, but search the table in the first room, and you should find a large crystal. Return to the top of the ladder in the hidden corridor using the earlier techniques. The mirror has now moved, and a maze stands in your way. The path through it is (from the top of the ladder) : Right, Left, Left, Forwards, Left, Right and Right.



You will now be back at the mirror, and by using the crystal on it, you will smash the glass and escape from the mansion. Now sit back and watch the end sequence! That's all there is to it. Don't you feel stupid now for not being able to do it in the first place?



The response to last month's plea for more letters was different to say the least. In actual fact we did receive more letters than usual, but most were complaining about us whining about fat backsides, and how you should all get off them! Well, I think we'll just re-iterate the point anyway. Get off you fat, hairy backsides, put pen to paper and sent us a letter! Even abuse is better than no mail at all. Get writing to:

**Sega Zone, Maverick Magazines, 16/17
Hollybush Row, Oxford, OX1 1JH**

THE INQUISITION

Could you answer the following question for me?

- 1) When will the Saturn be released?
- 2) Will it use CD or cartridges, or both?
- 3) Is the Mega-32 a Saturn upgrade for the Mega Drive?
- 4) Can the Mega Drive run CDV titles with the Mega-32 attached?
- 5) What do you reckon to the future of the Mega Drive?

**John 'Questions' Porse
Cornwall**

Oh great, it one of those 'questions' letters that we thought

were limited to the other magazines around. It seems even our readership and not quite as interesting as we thought. Seeing as I am currently in a helpful mood, I'll see what I can do though. The Saturn has no official release date, or even specs yet. However, a recent mock-up of the machine showed both a CD tray, and a cartridge slot, so it looks as if both formats will be supported.

Sega have a strong backwards-compatibility history, so I wouldn't rule out a MegaDrive to Saturn convertor, although the Mega-32 alone is not it. The Mega-32 simply upgrades the Mega Drive's graphical capabilities, enabling polygons to be used more easily,

and more colours to be displayed on-screen from a larger palette. In addition it also adds extra sound chips!

Although Sega say that the Mega-32 set-up will produce VHS quality pictures, the CDV standard requires an MPEG adapter to be fitted to the machine, and as we have heard nothing from Sega about MPEG extensions, we have to assume there won't be one.

Anyway, didn't I answer all these bloody questions last month?

MORE READER RAMBLINGS

I'd just thought I'd add my voice to the throng singing the praises

Is this some sort of joke?

Look for a minute will you. Do you see the world of Sega right now? Do you realise that the whole of the console market is dying? Have you seen most magazines ABC figures recently? Did you notice Commodore's death? How is it then, that you have bucked the trend, and produced the finest console mag I've seen in ages. Don't you get it? You're supposed to be crap, that's the whole idea. Quality magazines are so thin on the ground that people don't expect them any more, and your mag gave me quite a nice surprise! Do you realise that if you continue in this trend the console market might grow again? Don't you understand that you can't stop evolution? Why don't you let the 16-bit machines die, and let your magazines go downhill too? Its just isn't on.

Look, I can see where pride in your work might force you not to make the magazine terrible, but making as outstanding a magazine as yours is just not right. I must insist that you decrease the quality of the magazine forthwith, or you will be in breach of the 'Magazines must go downhill' charter of 1993.

**William Walsh,
T.O.A.S.T (The Organisation Against
Superb Titles)**

I understand that last month we encouraged readers

to tell us where we go wrong in the magazine, but I think that you might have gone a little far Bill. I mean telling us off if we are bad is all well and good, but Complaining because we are too good is just a mite strange.

I'm afraid that quality control here at Maverick means that try as we might, we cannot produce a duffer and get it past the piercing eyes of the production staff. I'm afraid you'll have to put up with the quality that is apparent throughout the Maverick range, because we are, by very nature, unable to do badly.

I realise that if we continue to do well, the market could again become strong, and new machines fare badly. In such a case, I would like to call all people who think they could write a worse magazine than Sega Zone to contact us by letter, including a sample review of your worst work, and we'll see what we can work out.

You never know Bill, we might see Sega Zone go downhill yet!



I've lost my job - part 3 The legend continues!

This is now the third time I've had to write to you, and after last month's letters page I feel I deserve an apology. Here I am, just out of work, trying desperately to make ends meet, and still trying to club together enough money to buy these kids some games. You on the other hand, have no compassion at all, and saw fit to send me an Amstrad GX4000 console, complete with 'Burning Rubber'. Just how sick and twisted a magazine am I dealing with?

**David Mcinley
Liverpool**

SALE DAZE



I'm sorry David, but we still don't believe you. For one thing your letters have not yet been written in blood, the usual call sign of a truly desperate man. Try again next month, and we might be more giving. In the meantime, have this Atari VCS, and a copy of E.T.

of the new Maverick Sega Zone. Unfortunately I have yet to hear any praises being sung, and I don't like to be first to a party, so I would like to immediately withdraw my complement, and ask you how you think you can produce such a poor magazine?

**Peter Norris
Storrie**

If I ever saw a classic case of indecision, this was it. Just imagine changing your mind halfway through a letter? Why not just tear up the original letter and write a new one? Unless of course you wanted us to see you were thinking about some praise, and changed your mind. I think I might be getting a little bit old to understand the teenage mind, but I guess it might have something to do with you never getting any.

JUST ANOTHER WHINER

Has your proof reader gone on holiday or has the office been hit by an epidemic of dyslexia?

Recent issues of your otherwise glorious magazine have been plagued by transposed letters, mistypings and the sub-headline of 'Shadow Of The Beast II CD' was totally incomprehensible.

How about Axel to Alex in Bare Knuckle 3? Or in Shadowrun where you "get 'cremaed' and wake up 'havbing' been patched up by this...". I've always had a deep fear of getting cremaed myself.

I haven't finished reading issue 19 yet, but doubtless there are more gaffs I've yet to reach. Please get the problem sorted out, as it's ruining some really cool jokes.

Thanks,

**Kendia Jet
Radcliffe-on-Trent**

There is nothing like a good whinge to clean out your system is there. I hope you feel better now Kendia. In any case, the spelling errors and so on in the magazine were noticed here in the office, and the relevant people involved 'moved on' to pastures new. That is why the editorial team is now different (again) and the quality is up to the usual high standard. I hope you're happier with the newer Sega Zones.

CART PRICE SHOCKER

I would like to applaud the efforts of the big computer chains to try and reduce cart prices despite the obvious appeals by Sega.

I think that if more shops did the same thing, the Sega market would be in a far stronger position than it is today, and we might even see people buying in, instead of waiting for the next big thing.

**Gordon Sumner
Ginst**

Although we at Sega Zone also applaud any attempt to bring cart



Quickie

I thought I might try and win the quickie prize with this short letter. Any chance?

W. Bailey, Horsforth

Yet again we have a winner. I expect that from now on loads of people will write in trying to win by putting "hello", or "hell", "hel", "he" or even "h". It won't work. We want a letter, but it has to fit in this space. Seeing as Mr. Bailey took the trouble to write we'll be sending him Street Fighter II : SCE, to do with as he pleases.

prices down, there is also a down side. Unfortunately, it is a well-known fact than Sega give bulk discounts of cart purchases. This means that Woolworths, HMV, Future Zone, etc.. all buy the games in at lower prices than the independant shops.

With lower costs they are able to drop prices and the consumer is the winner. The independant shops though, lose business and they are appealing to Sega to stop the price-cutting, or they will eventually go out of business.

In reality, only Sega can bring prices down in the long term, as they set the prices at which both indies and chains can buy carts from them.

WHAT HAPPENED?

What the hell happened? One issue we are all reading the full 82 page Sega Zone, the next we are 30 pages down to 52! How exactly did that happen?

Although the magazine was still excellent quality and the reviews were up to the usual standards, I think we deserve an explanation.

**P.J.Armitage
Leeds**

Well what can I say? With the general downtrend in the Sega market there simply were not enough games to go in the magazine. As a cost-cutting exercise we decided to separate the wheat from the chaff, get rid of all the un-important stuff from the mag, and concentrate on improving what was left.

You must admit that the general appearance, and editorial quality of the mag increased, even if the number of pages was forced down for economic reasons.

FAT BENNY

I am writing in to reply to the letter from 'The Thumb-Boys' last month. I must wholeheartedly agree with what they said, and tell you about my great affection for the female race.

I think the lads hit the nail right on the head, and I would like to add my voice to theirs in a plea to get better representation for women in games.

I also think girls are very rare in magazines, and are generally left as proof readers, tea-ladies and cleaners.

I would like to know what you

think about the whole thing.

**Adrian Hill
Pex Hill**

Support for the Thumb-Boys eh? I thought I would never see the day. Although I appreciate that women do get a fairly raw deal on the console scene, there is very little that we as a magazine can do about it.

As a company, Maverick actually employs 40% women, and although only one of them is a writer, the others certainly hold high positions in the company, and command a great deal of respect.

I will yet again though ask if you get out enough. Do you? Try a night out with the lads, and you might find you even like it!

BLOODY STUPID LETTERS?

Are you a console magazine? I was just wondering because the content of your letters page for the last few months has been about anything from women, to consoles, to pop groups. In buying a magazine, I hope to see good quality editorial, with a sense of humour throughout, a good layout, and most importantly a good letters page. What on earth is going on here?

**Peter Comast
Enchfield**

The letters page has, of late, become a bit of a free for all. You have to realise though, that we print what we get sent. If all we got sent were letters about haddock, we would print them just the same.

It is sad but true, that the quality of our readers is steadily decreasing, and all that seems to be left are the illiterate fools. Perhaps someone out there can prove me wrong, and write in with an interesting console-related letter. I doubt it though.

SHORT

I'm trying to win the prize for shortest letter on the page. Is there any chance that I might be the winner?

**Keith Rogers
Chelsea**

No chance at all Keith. As you can see, our short letter box is already full, and yours was far too long anyway. Try again next month folks!

THE BACK PAGE

NEXT MONTH IN SEGA ZONE

Who knows? Lee certainly doesn't - cause he's got a monster hangover from hell...

INANE RAMBLINGS

Unfortunately, due to being stricken with a complete inability to string a coherent sentence together, our esteemed, nay revered, editor - Mr Lee Brown is unable to startle you with his wit and enthusiasm on this month's back page. Why? Well, you see, dearest Lee got a little enthusiastic at the local licensed establishments last night and as a result is now what is commonly known in heavy drinking circles as "arseholed".

Funnily enough, last night was actually the first time that the poor chap actually came out on the piss with us. Usually he sits quietly in a corner sipping on a Diet Coke before bugging off to bed at ten o'clock. Last night though... things were different. The night before deadline (always the best time to get seriously smashed) and off we all trundled down the boozier before popping into a club. Now, Lee may deny this - but the poor sod was totally out of his pram. "I wasn't pissed... just merry" he claims but we know otherwise... Tell me Lee - just why were you talking to a urinal in the Park End Club last night? Or how about this... This has to be the best chat up line in history. Mr Brown stumbles alcoholically into a gaggle of young ladies, smiles leacherously at one of them before totally innocently saying "Nice breasts love." Wow, what a stud. How he walked away alive we'll never know. The guy just has charm.

UNTIL NEXT MONTH THEN

Anyway, enough ramblings. Seeing as the big Ed isn't available for comment (or anything else for that matter) we're not really sure what's going on next month. He's mumbled and murmured things about Megarace and Battlecorps, but we can't really be sure. Hopefully we'll be able to bring you all sorts of stuff, as long as we can wake the drunken git up. Never mind eh? Anyone fancy a drink?

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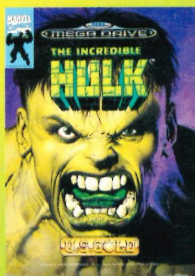
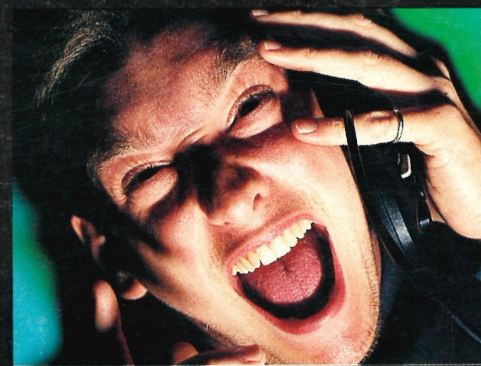
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